

गोंय विद्यापीठ

ताळगांव पठार,

गोंय - ४०३ २०६

फोन : +९१-८६६९६०९०४८



Goa University

Taleigao Plateau, Goa-403 206

Tel : +91-8669609048

Email : registrar@unigoa.ac.in

Website : www.unigoa.ac.in

(Accredited by NAAC)

GU/Acad –PG/BoS -NEP/2024/250

Date: 26.06.2024

Ref: GU/Acad –PG/BoS -NEP/2023/102/15 dated 15.06.2023

CIRCULAR

In supersession to the above referred Circular, the Syllabus of Semester III to VIII of the **Bachelor of Science in Interior Design** Programme approved by the Standing Committee of the Academic Council in its meeting held on 06th, 07th and 21st March 2024 is enclosed. The syllabus of Semester I and II approved earlier is also attached.

Principal of the Affiliated College offering the **Bachelor of Science in Interior Design** Programme is requested to take note of the above and bring the contents of the Circular to the notice of all concerned.

(Ashwin Lawande)

Assistant Registrar – Academic-PG

To,

The Principal of Affiliated College offering the Bachelor of Science in Interior Design Programme.

Copy to:

1. The Director, Directorate of Higher Education, Govt. of Goa.
2. The Dean, Faculty of Planning, Architecture & Design, Goa University.
3. The Chairperson, BOS in Architecture.
4. The Controller of Examinations, Goa University.
5. The Assistant Registrar, UG Examinations, Goa University.
6. Directorate of Internal Quality Assurance, Goa University for uploading the Syllabus on the University website.

Programme Structure for Semester I to VIII Under Graduate Programme- Interior Design

Semester	Major - Core	Minor	MC	AEC	SEC	I	D	VAC	Total Credits	Exit
I	IDE-100 Interior Design Studio - I (3T+1P)	IDE-111 Fundamentals of Design (4T)	IDE-131 History of Design - I (3T)		IDE-141 Design Communication - I (1T+2P)				20	
II	IDE-101 Interior Design Studio - II (3T+1P)	IDE-112 Textiles & Accessories in Interior (4T)	IDE-132 History of Design - II (3T)		IDE-142 Design Communication - II (1T+2P)				20	IDE-161 Design Communi- cation - III (2T+2P)
III	IDE-200 Interior Design Studio - III (2T+2P) IDE-201 Furniture Design - I (2T+2P)	IDE-211 Art and Aesthetics (4T)	IDE-231 Interior Styling (3T)		IDE-241 Design Communication - III (1T+2P)				20	

IV	<p>IDE-202 Interior Design Studio - IV (2T+2P)</p> <p>IDE-203 Building Services - I (4T)</p> <p>IDE-204 Building Construction (2T+2P)</p> <p>IDE-205 Theory of Design - I (2T)</p>	<p>IDE-221 Advertising, Branding, and Interior Photography (2T+2P)</p>					20	<p>IDE-261 Working Drawing (1T+3P) *</p>
V	<p>IDE-300 Interior Design Studio - V (2T+2P)</p>	<p>IDE-321 Interior Landscape Design (2T+2P)</p>		<p>IDE - 361 Interns hip (2)</p>			20	

	<p>IDE-301 Building Services - II (4T)</p> <p>IDE-302 Furniture Design - II (2T + 2P)</p> <p>IDE-303 Theory of Design - II (2T)</p>							
VI	<p>IDE-304 Working Drawing (1T+3P)</p> <p>IDE-305 Specification, Estimation and Costing (4T)</p> <p>IDE-306 Visual Merchandising(4T)</p>	<p>IDE-322 Graphic Design (4P)</p>					20	

	<p>IDE - 307 Project (4)</p>								
VII	<p>IDE-400 Interior Design Studio - VI (2T+2P)</p> <p>IDE-401 Building Services - III (4T)</p> <p>IDE-402 Goan Architecture and Interior (2T+2P)</p> <p>IDE-403 Design Research Methodology (4T)</p>	<p>IDE-411 Entrepreneurship and Innovation (4T)</p>						20	

VIII	IDE - 404 Professional Practices (4T)								
	IDE-405 Interior Design Studio - VII (2T+2P)								
	IDE-406 Design Communication - Advanced (2T+2P)	IDE-412 Project Management (4T)							
	IDE-407 Set Design (1T+3P)					IDE – 461 Interior Design – Dissertation		20	

* Syllabus for Semester IV Exit Course shall be provided later.

Bachelor of Science in Interior Design Programme

Preamble

Interior design has emerged as a prominent profession in India, driven by increased awareness through television and social media. The demand for world-class interior design has increased as stakeholders and clients (homeowners, corporations, retail brands, etc.), expect professionalism and efficiency in their projects. This trend reflects the need for the programme in interior design that stays up-to-date with global design trends. The Bachelor of Science in Interior Design syllabus is designed to meet these demands by providing students with practical and theoretical knowledge, developing excellent design and communication skills, and fostering the ability to collaborate with various professionals in executing projects on-site.

The Interior Design Programme at Goa University was launched in 2019. This programme's new syllabus is created in accordance with the mandate of NEP 2020, with an aim to educate world-class professionals who possess the skills, aptitude, and panache necessary to handle the discipline's pressure. The curriculum includes a range of Major and Minor courses that provide students with a comprehensive understanding of the field. The interior design studio course offered each semester ensures that students work on a variety of projects, increasing in complexity as they progress through the program. In the first semester, students work on single-user spaces, while at the advanced level, they tackle multi-user spaces in a range of typologies, including residential, commercial, and institutional.

Graduates of the Bachelor of Science in Interior Design will be prepared to meet the demands of the field, including the rapid cycle of change in technology, materials, and design styling. The programme will equip students with the skills and qualifications to ensure their employability, in line with the exit requirements envisaged under the NEP 2020. Major courses in interior design cover a range of topics, from the fundamentals of design, graphic representation, materials and construction to advanced subjects such as commercial space design, building services, working drawings, and advanced design communications. Courses in history, theory, art, and style complement the studio courses, providing students with a holistic education that encompasses global trends in design, as well as the rich Indo-Portuguese heritage of Goa.

Through a rigorous curriculum that emphasizes the interior design studio, the program not only equips students with the skills and knowledge to keep up with global trends, but also encourages them to think creatively, innovate, and become trend-setters themselves. By fostering a culture of exploration and experimentation, the aim is to produce graduates who are not only competent and professional designers, but also confident and original thinkers who can make their mark in the industry. With a focus on hands-on learning, interdisciplinary collaboration, and a deep understanding of the theoretical and historical underpinnings of the field, the graduates shall be well-prepared to succeed in the rapidly evolving world of interior design.

VISION

The vision for the Bachelor of Science in Interior Design programme is to develop and empower a new generation of world-class professionals who are not only equipped with the skills and qualifications to meet the demands of the industry, but also have the panache, creativity, and vision to become trend-setters themselves. Through a rigorous curriculum that emphasizes hands-on learning, interdisciplinary collaboration, and a deep understanding of

global design trends, we aim to produce graduates who can keep up with the rapidly changing landscape of interior design, and also contribute to its evolution.

THE STRUCTURE

The interior design degree programme is designed in accordance with NEP 2020 and offers multiple exit points for students. The first exit point is at the end of the first year, wherein, the student will receive a certificate. Upon completing two years of coursework, a student will receive a Diploma in Interior Design. At the end of three years, students will graduate with a Bachelor of Interior Design. Additionally, if students choose to undertake an additional fourth year course, they have the option to graduate with honours (with an option for research).

Programme Outcome at the One-Year Certificate Programme

At the end of the first year of the interior design degree programme, students should be able to demonstrate a foundational understanding of the principles and practices of interior design. They should be able to use graphic representation techniques to create visual presentations of design concepts and have a basic knowledge of materials and construction techniques. Students should also be able to effectively communicate their design ideas to clients and team members. Upon completion of the first year, students will receive a certificate.

Programme Outcome at the Two-Year Diploma in Interior Design Programme

At the end of the second year of the interior design degree programme, students should have an intermediate level understanding of interior design principles and practices. They should be able to work with more complex design briefs and demonstrate proficiency in using advanced graphic representation techniques. Students will have also a deeper knowledge of materials, finishes, and construction techniques, as well as an understanding of building codes and regulations. By the end of the second year, students who have successfully completed the coursework will earn a Diploma in Interior Design.

Programme Outcome at the end of Third year for Bachelor of Interior Design

Based on the vision, the program outcomes for the Bachelor of Science in Interior Design are listed below:

1. Graduates will possess a comprehensive understanding of the field of interior design, including its history, theory, and contemporary trends, and be able to apply this knowledge to design solutions.
2. Graduates will be proficient in a range of design skills, including graphic representation, materials and construction, and working drawings, and be able to communicate their ideas effectively to clients and colleagues.
3. Graduates will be able to collaborate effectively with professionals from other disciplines, including architects, engineers, and contractors, to execute complex interior design projects on-site.
4. Graduates will be able to design spaces that are functional, aesthetically pleasing and sustainable and take into account the needs and preferences of different users.
5. Graduates will be able to navigate the rapidly changing landscape of interior design, keeping up to date with technological advancements and global design trends, and adapting their skills and knowledge accordingly.

6. Graduates will be equipped with the confidence, creativity, and panache to become trend-setters in the industry, contributing to the evolution of interior design and pushing the boundaries of what is possible.

These programme outcomes reflect the aim of the Bachelor of Science in Interior Design program to produce graduates who are not only competent and professional designers, but also confident and original thinkers who can make their mark in the industry.

Programme Outcome at the end of fourth year Bachelor of Interior Design with Honours

The additional fourth year of study in the interior design degree programme provides students with an opportunity to deepen their knowledge and skills in a particular area of interest within the field. At the end of the fourth year, students who have successfully completed the coursework will earn a Bachelor of Science in Interior Design with Honours.

The honours program typically involves advanced coursework and a research project or thesis. Students are expected to demonstrate a high level of critical thinking, research, and communication skills. By the end of the fourth year, graduates should have an advanced understanding of interior design principles and practices, as well as the ability to undertake independent research and analysis. They should also be able to effectively communicate their design concepts and ideas to a variety of stakeholders, including clients, builders, and other professionals. Overall, the goal of the honours programme is to prepare graduates for leadership roles in the field of interior design and to equip them with the skills and knowledge needed to make significant contributions to the industry.

Programme Outcome at the end of fourth year Bachelor of Interior Design with Honours by Research

The honours program in the interior design degree programme by research offers students a unique opportunity to pursue advanced coursework and engage in research. This program is designed to foster a high level of critical thinking, research proficiency, and effective communication skills among students. By the end of the fourth year, graduates of the honours program by research will have developed an advanced understanding of interior design principles and practices, as well as the ability to independently conduct comprehensive research and analysis.

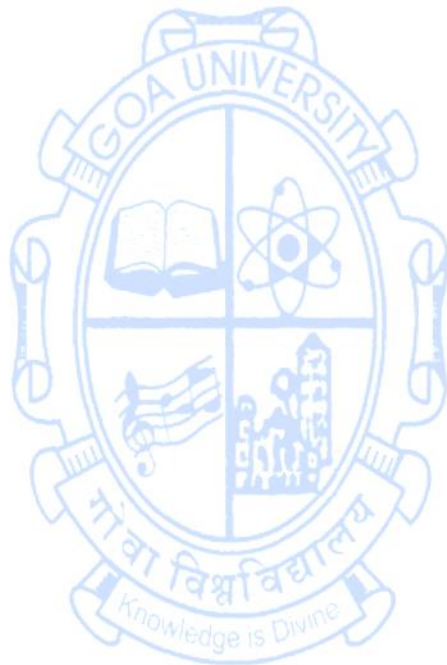
In the honours program by research, students are expected to demonstrate a strong aptitude for critical thinking and apply it to their research projects or thesis. They will delve deep into their chosen area of interest within the field of interior design, exploring and expanding upon existing knowledge and practices. Through their research, honours students will make valuable contributions to the field, pushing its boundaries and advancing the industry's understanding and application of design principles.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE-100
Title of the Course : Interior Design Studio - I (Tutorial + Practical)
Number of Credits : 4 (3+1)
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. Develop design skills in principles, model making, and material familiarization. 2. Understand human factors in interior design, including anthropometry and ergonomics. 3. Provide fundamentals of construction materials and introduce space design concepts in interior design.	
Content:	Unit 1 Studio Art Introduction to design principles and model making, familiarization with materials and techniques used in model making, translation of design ideas from 2D sketches of geometric or abstract composition into tangible and tactile models.	15 (10+5P) Hours
	Unit 2 Human Factors in Interior Design Understanding human postures and dimensions, study designs of various workplaces and basic human activities, practical aspects of anthropometry and ergonomics in different interior spaces, emphasizing their functional considerations.	15 (10+5P) Hours
	Unit 3 Interior/ Construction Material Exploration Fundamentals of construction materials in the context of interior design, properties, material selection, processing and fabrication, finishes and treatments.	20 (10+10P) Hours
	Unit 4 Introduction to Interior Space Planning and Design Introduction to Space Design, space analysis and planning, architectural elements and details, and case studies on various typologies of interior spaces.	25 (15+10P) Hours
Pedagogy:	Tutorial, Hands-on Studio Work, Problem-Based Learning, Collaborative Learning, Field Studies and Site Visits	
References/ Readings:	1. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley and Sons, Inc., 2018. 2. Binggeli, Corky. Materials for Interior Environments. 2016. 3. Nussbaumer, Linda L. Human Factors in the Built Environment. Bloomsbury Academic, 2014.	

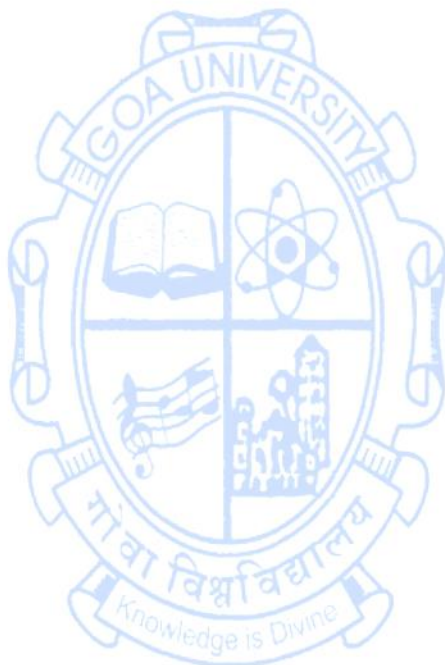
	<p>4. Mark, Karla, and Rob Fisher. Space Planning Basics. 4th ed., Wiley Publisher, 2016. ISBN-10: 9781118882009.</p> <p>5. Lyons, Sylvia. Designing Interior Architecture: Concept, Typology, Material, Construction. Birkhäuser Publisher, 2017. ISBN 3034613024.</p>
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand and apply design principles, materials, and techniques in creating tangible models from 2D sketches. 2. Gain knowledge of human postures, anthropometry, and ergonomics in interior spaces with a focus on functional considerations. 3. Understand the properties, selection criteria, processing, and finishes of construction materials used in interior design. 4. Analyze and design interior space for single user.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE-111
Title of the Course : Fundamentals of Design (Tutorial)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the basic knowledge of design compositions. 2. To formulate concepts and design ideas. 3. To develop an understanding of colour schemes for spaces.	
Content:	Unit-1 Elements & Principles of Design Introduction to elements and principles of design, Theories of compositions, Presentation techniques in different Mediums, rendering techniques.	20 Hours
	Unit-2 Thinking Hand Design brief - data collection, Visualization & storytelling, identifying insights, Journey mapping, Mind mapping, observing natural habitats, Extracting patterns. Developing design criteria, identifying projects for conceptualization, Brainstorming and Generating ideas for the final product.	10 Hours
	Unit-3 Colours Colour theory - primary, secondary, and tertiary colour. Colour abstractions - Value, chroma, hue, contrast, saturation. Colour wheel - Cool and Warm colours, tint, tones and shades. Colour Schemes - Introduction, types of colour schemes, use of colour schemes in the interior. Colour psychology – symbolism and emotions.	15 Hours
	Unit – 4 (Integration to Design) Application of interior design. Completion of a design communication project that includes sketching.	15 Hours
Pedagogy:	Lectures, tutorial, discussions, presentations, assignments, hands-on activities.	
References/ Readings:	1. Dechiara, Joseph, et al. Time-saver Standards for Interior Design and Space Planning. McGraw-Hill Companies, 1991. 2. Panero, Julius, and Martin Zelnik. Human Dimension & Interior Space: Ergonomiae Antropometria. Whitney Library of Design, 1993. 3. Pile, John F. A History of Interior Design. Wiley Publisher, 2000. ISBN 9780471356660. (Original from the University of Michigan) 4. Visocky O'Grady, Jennifer, and Ken O'Grady. A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They	

	<p>Really Need. Rockport Publishers, 2006. ISBN 9781616739386, 161673938X.</p> <p>5. Mollica, Paula. Color Theory: An Essential Guide to Color - From Basic Principles to Practical Applications. Walter Foster Publishing, 2013.</p> <p>6. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley & Sons, Inc., 2018.</p>
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand design aspect and process from concept to reality. 2. Learn different colour theories and their applicability. 3. Understand practical space requirements and standards for an activity. 4. Draw freehand sketch of interiors in 3D.



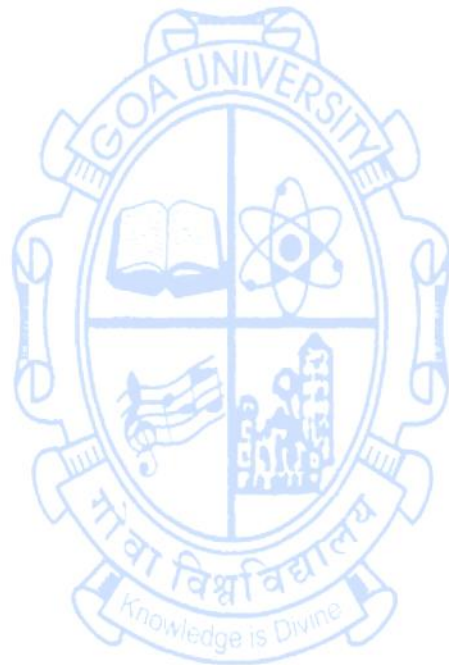
Name of the Programme : BSc. In Interior Design
Course Code : IDE-131
Title of the Course : History of Design - I (Theory)
Number of Credits : 3
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To make students understand the chronology of the history of interior design. 2. To enable them to understand the evolution of design along with the evolution of society, culture, and art and the relevance of society, culture, and art in interior design.	
Content:	Unit – 1 History - Introduction Egyptian civilization, Mesopotamian civilization, Greek civilization, Roman civilization, Medieval period- Romanesque and Gothic.	15 Hours
	Unit - 2 Evolution of Design Renaissance, Baroque, Rococo, Neoclassical and Neo Gothic.	15 Hours
	Unit – 3 Modern History Styles & Elements of Classicism, Victorian period - Early Victorian, late Victorian. Modernism - Art furniture, art and craft movement, art nouveau, art deco, cubism.	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities, heritage walks and site visits.	
References/ Readings:	1. Cruickshank, D., Fletcher, B., & Richards, F. Sir Banister Fletcher's A History of Architecture. Architectural Press, 1996. 2. Jarzombek, M. M., Prakash, V., & Ching, F. D. K. A Global History of Architecture. 3rd ed., Wiley, 2017. 3. Moffett, M., Wodehouse, L., & Fazio, M. W. A World History of Architecture. Laurence King Publisher, 2003. ISBN 9781856693714, 1856693716. 4. Fletcher, B. Sir Banister Fletcher's Global History of Architecture. Bloomsbury Visual Arts, 2020. ISBN 9781472527882, 1472527887.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Understand the chronology of the history of interior design. 2. Apply orders and styles in interior space design. 3. Analyse and critique interior design from different periods and its relevance in contemporary interior design practice. 4. Recognize the historical influences and their significance in shaping art and design practices throughout different periods.	

Name of the Programme : BSc. In Interior Design
Course Code : IDE-141
Title of the Course : Design Communication - I (Tutorial + Practical)
Number of Credits : 3 (1+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To make students understand the method of orthographic projection. 2. To develop skills to make various 2D and 3D projections. 3. Students should be able to demonstrate design with the help of appropriate skills through this subject.	
Content:	Unit – 1 Introduction to Orthographic Projections Fundamentals of lines, planes and solids, sections, intersections of objects and development of surfaces.	20 (5+15P) Hours
	Unit-2 Measured Drawings Introduction to technical drawing conventions and standards in drafting. Creating Measured drawings to scale and isometric.	30 (5+25P) Hours
	Unit-3 Representation and Presentation Study of perspective and sciography, Sketching Interior – one-, two- and three-point perspective.	25 (5+20P) Hours
Pedagogy:	Lectures, tutorials, presentations, hands-on activities.	
References/ Readings:	1. Mitton, Maureen M. Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques. 3rd ed., Wiley Publishers, 2007. 2. Gill, Robert W. Rendering with Pen and Ink. The Thames & Hudson Manuals, Thames and Hudson, 1990. ISBN 9780500680261, 0500680264. 3. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 3rd ed., Library of Congress Cataloging-in-Publication, 2012. 4. Rao, M. Pratap. Interior Design Principles & Practice. Standard Publishers Distributors, 2015. 5. Stone, Terry, et al. Color Design Workbook: A Real-World Guide to Using Color in Graphic Design. Rockport Publisher, 2008. ISBN 9781592534333, 1592534333.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Learn drafting and projection techniques for design process and presentations. 2. Have Proficiency of 2D and 3D graphics in Interior Design.	

- | | |
|--|--|
| | <ol style="list-style-type: none">3. Effectively communicate their design ideas to clients, colleagues, and stakeholders using visual graphics.4. Understand the principles of orthographic projections, including lines, planes, and solids, as well as sections and intersections of objects. |
|--|--|



Name of the Programme : B.Sc. Interior Design
Course Code : IDE-101
Title of the Course : Interior Design Studio – II (Tutorial + Practical)
Number of Credits : 4 (3+1)
Effective from AY : 2023-24

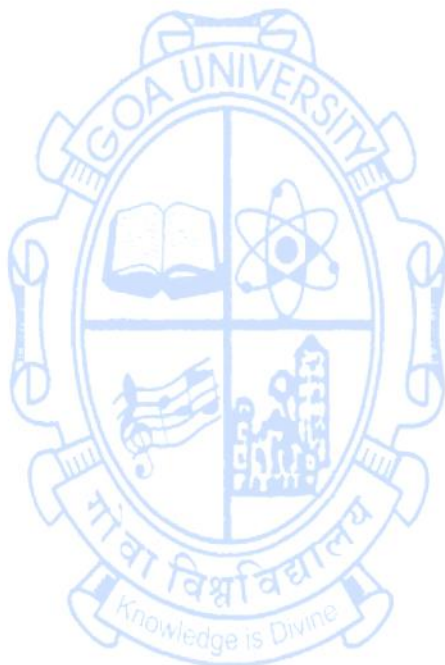
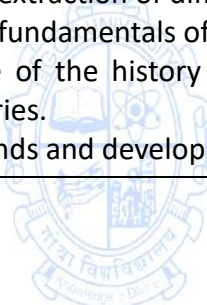
Pre-requisites for the Course:	Interior Design Studio I (Major 1)	
Course Objectives:	<ol style="list-style-type: none"> 1. Develop a strong foundation in interior design concepts, theories, and principles for multi-user space. 2. Acquire knowledge and skills in furniture design, ergonomics, and human factors specific to multi-user spaces. 3. Gain expertise in material selection and construction methods for interiors, emphasizing sustainability. 	
Content:	Unit 1 Conceptual Studies in Interior Design for Multi-User space Various design theories, philosophies, and approaches in the field of interior design. Case studies on design concepts and principles of famous interior designers. Principles of spatial organization, furniture arrangement, colour schemes, lighting, and material selection.	15 (10+5P) Hours
	Unit 2 Furniture and Ergonomics for Multi-user space Explore furniture design and ergonomics in the context of multi-user spaces. Study human postures, dimensions (standards), and basic activities in different interior spaces with reference to furniture design in multi-user spaces.	15 (10+5P) Hours
	Unit 3 Material Selection for Interiors Construction materials and finishes used in interiors. Study properties, characteristics, and appropriate applications of materials with an emphasis on sustainable interior environments.	20 (10+10P) Hours
	Unit 4 Advanced Space Planning for Multi-User Spaces Space analysis, circulation, zoning, layout optimization, and architectural elements specific to multi-user space. Detailed presentation drawings including floor plan, sections, elevations, isometric and 3D views. Model making of the space.	25 (15+10P) Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, hands-on activities	

References/ Readings:	<ol style="list-style-type: none"> 1. Sully, Andrew. Interior Design: Conceptual Basis. Germany: Springer International Publishing, 2018. ISBN 9783319164748, 3319164740. 2. Openshaw, Stephen, and Elizabeth Taylor. Ergonomics and Design: A Reference Guide. United States: DIANE Publishing Company, 2007. 3. Jones, Linda. Environmentally Responsible Design: Green and Sustainable Design for Interior Designers. United States: Wiley, 2012. ISBN 9781118504482, 1118504488. 4. Mehta, Michael, et al. Building Construction: Principles, Materials, and Systems. Pearson Publisher, 2018. ISBN 9780134454177, 0134454170. 5. Ching, Francis D. K., and Corky Binggeli. Interior Design Illustrated. 6th ed., John Wiley and Sons, Inc., 2018.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Develop a strong foundation in interior design concepts, theories, and principles. 2. Acquire knowledge and skills in furniture design, ergonomics, and human factors for multi-user spaces. 3. Gain expertise in sustainable material selection and construction methods for interiors. 4. Learn advanced space planning techniques for multi-user spaces, including presentation drawings and model making. 5. Develop skills in creating detailed floor plans, sections, elevations, and isometric views for multi-user spaces.

Name of the Programme : B.Sc. In Interior Design
Course Code : IDE-112
Title of the Course : Textiles and Accessories in Interiors (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the types and applications of fabrics used in interiors. 2. To understand and design the various accessories used in interiors. 3. To understand the application of textiles for upholstery and interior décor.	
Content:	Unit-1 Fabrics for Interiors: Introduction, element, design, properties, colour, and types of textiles and fabrics. Classification of fabrics for interior textiles and their application.	10 Hours
	Unit-2 Interior Products Fundamentals of Upholstery – designs, types, skills, and techniques, sofas, chairs, chair pads, cushions - fill. Fundamentals of Wall coverings, screens, and room dividers. Fundamentals of Window dressing - curtains and drapes, reflecting textiles and blinds. Fundamentals of carpets and rugs: types, materials, and applications of carpets, floor mats, and floor coverings. Fundamentals of Table textiles - table coverings, table mats, tablecloths, napkins, coasters.	15 Hours
	Unit –3 Traditional crafts of India Introduction to creative art and craft as a part of Interior Accessories and their applications in interior design – materials used from history. Traditional crafts of India. Sculpture as a part of Interior design.	15 Hours
	Unit-4 Textiles for Interior Decor: Sketch and develop a design for interior spaces using the fundamentals learnt in Unit 2.	20 Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, hands-on activities, assignments, self-study, market survey.	
References/ Readings:	1. Hall, A. J. The Standard Handbook of Textiles. 8th ed., Woodhead Publishing, 2004. 2. Vidyasagar, P. V. HandBook of Textiles. A. Mittal Publications, 2005. 3. Corbman, Bernard P. Textiles: Fibre to Fabric. McGraw Hill Inc., 1986.	

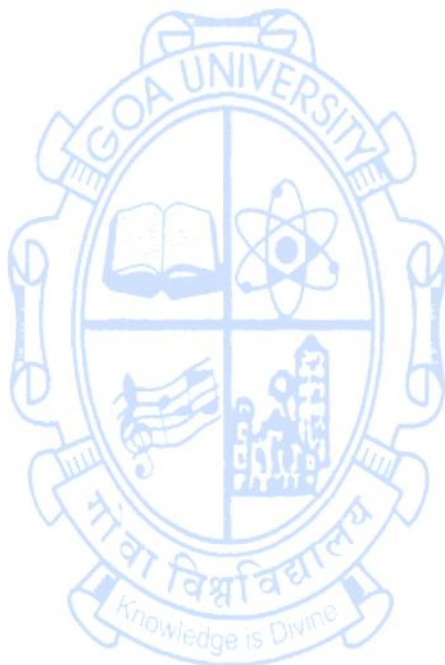
	<p>4. Grosicki, Zofia J. Watson's Textile Design and Colour. 7th ed., Woodhead Publishing, 2014.</p> <p>5. Rowe, Terry. Interior Textiles: Design and Developments. Elsevier Science, 2009. ISBN 9781845696870, 1845696875.</p>
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the extraction of different fibres into textiles. 2. Understand the fundamentals of textile application in Interior spaces. 3. Gain knowledge of the history of Indian art & crafts in relation to Interior accessories. 4. Learn future trends and developments of textiles in interior design.



Name of the Programme : B.Sc. In Interior Design
Course Code : IDE-132
Title of the Course : History of Design - II (Theory)
Number of Credits : 3
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the evolution of design in relation to society, culture, and art. 2. To make students understand the chronology of the modern history of interior design through the architecture of the world and India. 3. To understand the local history of interior design.	
Content:	Unit 1 World - Modern History Introduction to: Realism, Impressionism, Expressionism, Cubism, Dadaism, Abstract Impressionism, and Pop – Architecture /Art. Development of art and architecture in the twentieth century. Designers study – F.L.Wright, Le Corbusier, Walter Gropius, Mies Van der Rohe, Zaha Hadid, Antony Gaudi.	15 Hours
	Unit 2 India – Modern History Indian Designers after Independence: B.V. Doshi, Charles Correa, Raj Rewal, Achyut Kanvinde, Laurie Baker.	15 Hours
	Unit 3 Goan- History Introduction to Goan History and Culture, study of ancient Goan civilization, Portuguese Colonial Period, Indo-Portuguese influence on design, Study of modern and contemporary Goan artists, architects, and designers.	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities, self-study.	
References/ Readings:	1. Cruickshank, D., Fletcher, B., & Richards, F. Sir Banister Fletcher's A History of Architecture. Architectural Press, 1996. 2. Tadgell, C. The History of Architecture in India: From the Dawn of Civilization to the End of the Raj. Architecture Design and Technology Press, 1990. 3. Jarzombek, M. M., Prakash, V., & Ching, F. D. K. A Global History of Architecture. Wiley, 2010. Germany. 4. Gomes, P. V. Whitewash, Red Stone: A History of Church Architecture in Goa. Yoda Press, 2011. India. ISBN 9789380403007, 9380403003. 5. Carita, H. Palaces of Goa: Models and Types of Indo-Portuguese Civil Architecture. Cartago Publisher, 1999. United Kingdom. ISBN 9781900826105, 1900826100.	

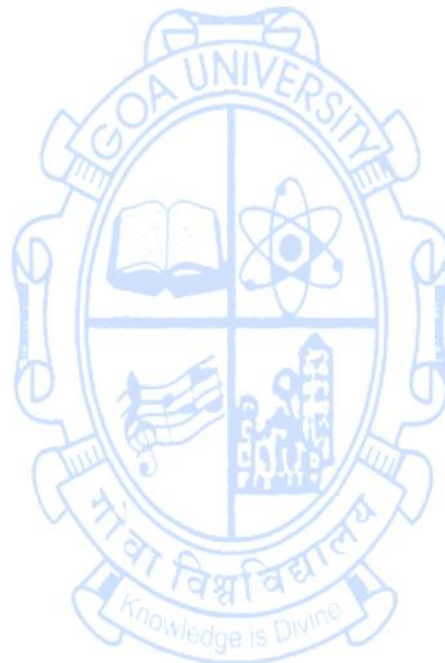
	<p>6. Pereira, J. Baroque Goa: The Architecture of Portuguese India. Books & Books, 1995.</p> <p>7. Maravall, J. A. Culture of the Baroque: Analysis of a Historical Structure. University of Minnesota Press, 1986. United Kingdom. ISBN 9780816614455, 0816614458.</p>
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the chronology of the history of interior design. 2. Familiarise with the works of modern architects and interior designers. 3. Learn about the history of Goan architecture with reference to interiors of residential, religious, and public buildings. 4. Explore major art movements in modern history and their impact on architecture and art.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE-142
Title of the Course : Design Communication - II (Tutorial + Practical)
Number of Credits : 3 (1+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To develop proficiency in AutoCAD software. 2. To develop and apply AutoCAD skills to interior design projects. 3. Students should have a working understanding of Auto cad and be able to communicate their designs.	
Content:	Unit – 1 - Introduction to AutoCAD software Introduction to AutoCAD and its importance in interior design. Introduction to basic commands. Understanding the interface and working with files, including saving, importing, and exporting. Creating and editing basic shapes in AutoCAD with understanding of layers.	20 (5+15P) Hours
	Unit-2 - Drawing project Drawing floor plans, elevations, and sections with the help of various commands. Annotating drawings with dimensions and text.	30 (5+25P) Hours
	Unit-3 - Representational drawing Learning ways of representation in both workspaces. Efficient editing techniques, Layout organization and management of layers for different layouts. Plotting drawings using AutoCAD's plotting tools to various file formats.	25 (5+20P) Hours
Pedagogy:	Lectures, tutorials, presentations and hands-on.	
References/ Readings:	1. Autodesk AutoCAD (2024) Fundamentals. SDC Publications, n.d. ISBN 9781630575779, 1630575771. 2. Ching, F. D. K. Building Construction Illustrated. Wiley, 2014. ISBN 9781118458341, 1118458346. 3. Punmia, B. C. Building Construction. Laxmi Publications Pvt. Limited, 2008. ISBN 9788131804285, 8131804283. 4. Kumar, S. Building Construction. Standard Publishers Distributors, 2006. ISBN 9788186308028, 8186308024.	
Course Outcomes:	After the completion of this course, the student will be able to: 1. Have a working understanding of AutoCAD software and its importance in interior design. 2. Communicate their interior design ideas through AutoCAD drawings. 3. Learn to use software to ease their drawing, design process and plotting.	

- | | |
|--|---|
| | 4. Develop the ability to create accurate floor plans, elevations, and sections using AutoCAD commands, and effectively annotate drawings with dimensions and text. |
|--|---|

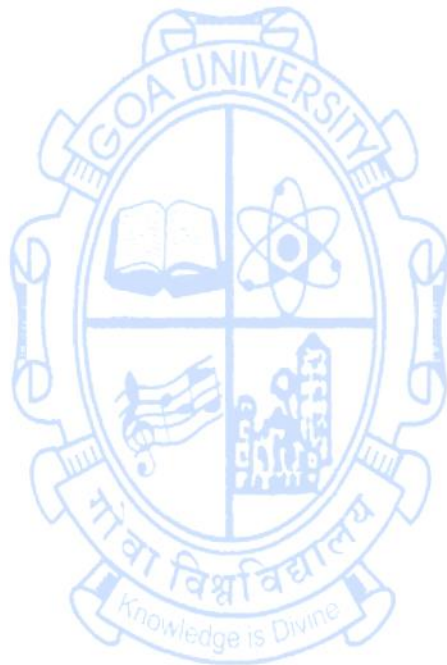


Exit Course

Name of the Programme : B.Sc. Interior Design
Course Code : IDE-161
Title of the Course : Design Communication – III (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	AutoCad	
Course Objectives:	<ol style="list-style-type: none"> 1. Gain a thorough understanding of SketchUp's interface, modeling tools, and file management. 2. Improve the ability to visually communicate design ideas by creating compelling presentations and visualizations using SketchUp and V-Ray. 3. Explore the integration of textures, lighting, and materials to create cohesive and visually stunning 3D models and renderings. 	
Content:	Unit 1: Introduction to SketchUp and 3D Modeling Introduction to SketchUp interface and navigation. Basic 3D modeling exercises using SketchUp.	16 (6+10P) Hours
	Unit 2: SketchUp Tools and Techniques Understanding SketchUp's modeling tools and features. Exploring advanced modeling techniques and creating complex geometries.	16 (6+10P) Hours
	Unit 3: Introduction to V-Ray Rendering Overview of V-Ray rendering engine and its capabilities. Setting up V-Ray rendering in SketchUp and rendering basic scenes.	16 (6+10P) Hours
	Unit 4: Lighting and Materials in V-Ray Understanding lighting principles and material properties. Implementing various lighting techniques and applying materials in V-Ray.	21 (6+15P) Hours
	Unit 5: Advanced Rendering Techniques and Post-processing Exploring advanced rendering settings and options in V-Ray. Experimenting with rendering settings, creating realistic scenes, and post-processing techniques.	21 (6+15P) Hours
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.	
References/ Readings:	<ol style="list-style-type: none"> 1. The SketchUp Workflow for Architecture: Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut: Michael Brightman, 2018. 2. SketchUp & LayOut for Architecture: The Step-by-Step Workflow of Nick Sonder: Matt Donley, 2016 3. Denerel, S. B., & Anil, G. (2021). Computer Aided Drawing Programs in Interior Architecture Education. Amazonia Investiga, 10(39), 28-39. https://doi.org/10.34069/AI/2021.39.03.3 4. 'Daylighting Analysis and Simulation Tools in Architectural Design - Review of Tools and Compatibility with Architectural CAD Platforms': Oscar Kang, Sunji Kim. KIEAE Journal, Vol. 21, No. 1, Feb. 2021, pp.13-22. 	

	https://www.dbpia.co.kr/journal/articleDetail?nodeId=NODE10532569&language=en_US&hasTopBanner=true
Course Outcomes:	<ol style="list-style-type: none"> 1. Develop a strong grasp of SketchUp's interface, tools, and features to effectively create and modify 3D models. 2. Acquire advanced skills in V-Ray to produce realistic and visually appealing renderings through techniques such as lighting, materials, textures, and camera settings. 3. Utilize SketchUp and V-Ray to create visually compelling presentations and visualizations that effectively convey design ideas. 4. Seamlessly integrate textures, lighting, and materials to create visually cohesive and captivating 3D models and renderings. 5. Implement strategies to optimize workflows in SketchUp and V-Ray, improving productivity in modeling and rendering processes for efficient design communication.



SEMESTER-III

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 200
Title of the Course : Interior Design Studio – III (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE 101 Interior Design Studio – II	
Course Objectives:	<ol style="list-style-type: none"> 1. Demonstrate enhanced design skills by creating functional and aesthetic interior residential spaces for diverse purposes. 2. Apply unique materials effectively in design projects, showcasing creativity and understanding of material properties. 3. Display creative problem-solving skills in resolving design challenges for various user needs and contexts. 	
Content:	<p>Unit 1 Design Concepts and Case Studies Explore advanced design theories and philosophies in interior design, focusing on contemporary approaches to residential spaces. Analyze case studies of renowned designers to understand their design concepts and principles. Explore deeper into principles governing spatial organization, focusing on multifunctional and adaptable interior spaces.</p>	15 Hours
	<p>Unit 2 Innovative Material Application and Properties Investigate unconventional and innovative materials for interior design applications, emphasizing creativity and functionality. Study the properties, characteristics, and applications of these unique materials, linking them to design innovation. Practical sessions to experiment with and understand the application of these materials in design projects.</p>	15 Hours
	<p>Unit 3 Design Problem-Solving through Project-based Learning Engage in design projects that involve real-world challenges (site) catering to diverse user needs and contexts. Preparing design briefs and implementing creative problem-solving approaches to address design challenges effectively. Conduct critiques and iterative refinement sessions to enhance designs based on feedback and insights.</p>	20 Hours
	<p>Unit 4 Advanced Space Planning and Presentation Conduct in-depth space analysis, focusing on circulation, zoning, and optimization for multi-user spaces. Explore the integration of architectural elements to enhance spatial design. Develop detailed presentation drawings, including</p>	40 Hours

	floor plans, sections, elevations, and 3D views. Implement model-making techniques for visualizing the designed space.
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops, seminars
References/ Readings:	<ol style="list-style-type: none"> 1. Mitton, Maureen, and Courtney Nystuen. Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques. 5th ed., John Wiley & Sons, 2012. 2. Brooker, Graeme, and Sally Stone. Basics Interior Architecture 05: Texture + Materials. 2nd ed., AVA Publishing, 2013. 3. Pile, John F. Interior Design. 4th ed., Pearson, 2013. 4. Mitton, Maureen, and Nystuen, Courtney. Residential Interior Design: A Guide to Planning Spaces. United Kingdom, Wiley, 2016. 5. Ching, Francis D. K., and Ian M. Shapiro. Interior Design Illustrated. 4th ed., John Wiley & Sons, 2018. 6. Winchip, Susan J. Materials and Components of Interior Architecture. 8th ed., Bloomsbury Visual Arts, 2019.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate advanced design skills by creating diverse, functional, and aesthetically appealing residential interior spaces. 2. Apply unique materials creatively, showcasing an understanding of their properties in design projects. 3. Display advanced problem-solving abilities in resolving diverse design challenges for varied user needs. 4. Exhibit mastery in detailed design presentations and advanced spatial planning techniques for multi-user spaces.

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 201
Title of the Course : Furniture Design - I (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	Basics of Sketching and IDE - 141 Design Communication - I	
Course Objectives:	<ol style="list-style-type: none"> 1. Understand the Fundamentals of Furniture Design. 2. Explore Materials and Construction Techniques. 3. Exposure to Contemporary Trends and Innovation. 	
Content:	Unit 1: Introduction to Furniture Design <ul style="list-style-type: none"> • Overview of furniture design as a discipline. • Historical evolution of furniture styles. • Understanding the relationship between form and function. • Analysis of ergonomic principles in furniture design • Introduction to key materials used in furniture manufacturing. 	15 Hours
	Unit 2: Contemporary Trends and Innovation in Furniture Design <ul style="list-style-type: none"> • Exploring current trends in furniture design • Cultural influences and global perspectives in contemporary furniture • Integration of technology in furniture design • Innovative and experimental approaches to furniture creation • Sustainable and eco-friendly practices in material selection <p>Case studies of renowned furniture designers and their impact on the industry.</p>	15 Hours
	Unit 3: Design Process in Furniture Design <ul style="list-style-type: none"> • Conceptualization and ideation in furniture design for residential use. • Sketching and rendering techniques for furniture concepts • Technical drawing and drafting skills for furniture plans • 3D modeling tools for visualizing furniture designs 	30 Hours
	Unit 4: Materials and Construction Techniques <ul style="list-style-type: none"> • In-depth exploration of materials used in furniture production. • Joinery and construction techniques in furniture design • Understanding the impact of material choices on design aesthetics and functionality • Hands-on experience with different materials and construction methods. • Making a Prototype. 	30 Hours

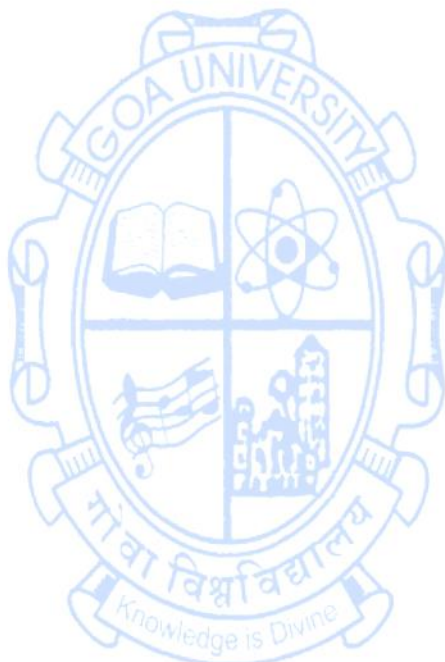
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.
References/ Readings:	<ol style="list-style-type: none"> 1. Postell, Jim. Furniture Design. Germany, Wiley, 2012. 2. Lawson, Stuart. Furniture Design. United Kingdom, Laurence King Publishing, 2013. 3. Contemporary Furniture 17 Projects Build No Rights. United States, F&W Media, Incorporated, 2016. 4. Natale, Christopher. Furniture Design and Construction for the Interior Designer. United States, Bloomsbury Publishing, 2016. 5. Lawson, Stuart. Furniture Design, Second Edition: An Introduction to Development, Materials and Manufacturing. United Kingdom, LAURENCE KING PUB, 2024.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Analyse and discuss the historical evolution of furniture styles, demonstrating an understanding of how historical influences shape contemporary design practices. 2. Develop the ability to apply design principles effectively, creating furniture concepts that harmoniously balance form and function while considering ergonomic considerations. 3. Gain expertise in selecting and evaluating materials for furniture design, considering factors such as sustainability. They will also demonstrate proficiency in various joinery and construction techniques. 4. Critically analyse and evaluate contemporary trends in furniture design, recognizing global influences and cultural perspectives. They will demonstrate an understanding of how technology and innovative approaches impact the evolving field of furniture design. 5. Should be able to make a prototype of the furniture.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 211
Title of the Course : Art and Aesthetics (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Completion of First Year (Semester I & II)	
Course Objectives:	<ol style="list-style-type: none"> 1. Define basic art terms and processes, and develop a knowledge of and an ability to recognize design principles and elements in selected works of art. 2. Identify by artist, title, or style, major selected artworks from various historical and global contexts in a variety of media. 3. Recognise major periods of World art history. 4. Describe the techniques used in a variety of art media. 5. Develop a formal analysis of a work of art. Evaluate the relationship of form to content and context. 6. Develop a deeper understanding of the culture that we are currently immersed in, and the ability to think critically with regards to the images and visual forms that engage us. 	
Content:	Unit 1 Introduction to Indian Art Indus Valley Civilization, Mauryas, Kushanas, Sunga, Gupta, Moghul, Paintings of India, Folk Art, Tribal Art, Company art, Ravi Varma School, Nationalist Movement, Modern Art, Postmodern art.	15 Hours
	Unit 2 Introduction to Western Art Egyptian art, Greek Roman art, Gothic Art, Renaissance, Baroque, Modern, Post Modern, Contemporary.	15 Hours
	Unit 3 Art Criticism Basic understanding of Constructive Criticism through activities and Gallery visits.	15 Hours
	Unit 4 Seminar: Ways of Seeing Research seminar based on any art forms studied in the above units where students can critically evaluate its significance.	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities	
References/ Readings:	<ol style="list-style-type: none"> 1. Tömöry, Edith. A History of Fine Arts in India and the West. India, Orient Longman, 1982. 2. Gombrich, Ernst Hans. The story of art. United Kingdom, Prentice-Hall, 1995. 3. Berger, John. Ways of Seeing. United Kingdom, Penguin Books Limited, 2008. 4. Sanyal, Sanjeev. The Indian Renaissance: India's Rise After a Thousand Years of Decline. Singapore, World Scientific, 2008. 	

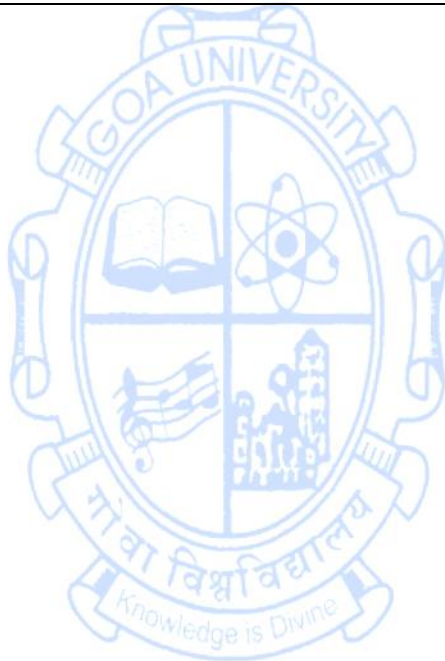
	5. Indian Art History: Changing Perspectives. India, D.K. Printworld and National Museum Institute, 2011.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the basics of Art history, demonstrating an understanding of the terminology and conventions of visual expression. 2. Critically analyse and interpret works of art in terms of form and content. 3. Communicate knowledge of art practices, meaning, values, and methods within diverse historical and cultural contexts. 4. Present a seminar on Art and Aesthetics.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 231
Title of the Course : Interior Styling (Theory)
Number of Credits : 3
Effective from AY : 2023-24

Pre-requisites for the Course:	Students must have Basic Interior Design Knowledge, Furniture, and Furnishings Knowledge, Space Planning Skills, Drawing and Sketching Skills.	
Course Objectives:	<ol style="list-style-type: none"> 1. This course focuses on teaching students to learn all the skills required to style aesthetic interiors and interior styling's 2. Understanding the visual principles, materials, and their application. Students will enhance their skills and learn all the rules of an interior stylist to then create their portfolio of work. 	
Content:	Unit 1 Introduction and importance of interior styling Principles and fundamentals of Interior styling, Historical perspectives on interior design and styling, and Current trends in interior styling. Basic principles of interior styling and application with color theory, space planning, and layout.	15 Hours
	Unit 2 Understanding the various types of Decors and its use cases. Understanding types of decors and their importance in interior styling. Styling for Different Spaces: <ul style="list-style-type: none"> • Residential interior styling • Commercial interior styling • Styling for special events and occasions 	15 Hours
	Unit 3 Furniture and Accessories: <ul style="list-style-type: none"> • Selecting and arranging furniture • Choosing and styling accessories • Understanding scale and proportion Lighting Design: <ul style="list-style-type: none"> • Importance of lighting in interior styling • Types of lighting fixtures • Creating mood through lighting 	15 Hours
Pedagogy:	This pedagogy aims to guide students through a structured learning process that includes theoretical concepts, practical applications, and hands-on experiences to foster a deep understanding of interior styling principles in the context of interior design.	
References/ Readings:	<ol style="list-style-type: none"> 1. Interior Design (Principles & Practice). India, Standard Publishers Distributors, 2006. 2. Gates, Erin. Elements of Style: Designing a Home & a Life. United Kingdom, Simon & Schuster, 2014. 	

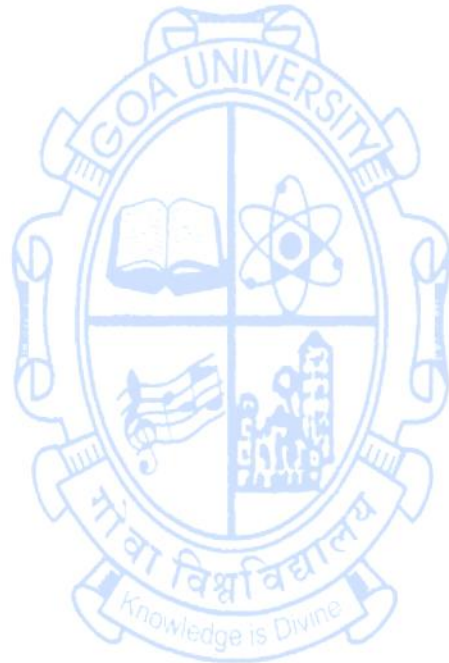
	<ol style="list-style-type: none"> 3. Henderson, Emily, and Borsics, Angelin. <i>Styled: Secrets for Arranging Rooms, from Tabletops to Bookshelves</i>. United States, Clarkson Potter/Ten Speed, 2015. 4. Lemieux, Christiane. <i>The Finer Things: Timeless Furniture, Textiles, and Details</i>. United States, Clarkson Potter/Ten Speed, 2016. 5. Banham, Reyner. <i>Architecture of the Well-Tempered Environment</i>. United States, University of Chicago Press, 2022.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Develop detailed visualization and design of various commercial interior schemes. 2. Style Identification. 3. Demonstrate the ability to create color palettes that evoke specific moods and enhance the overall design concept. 4. Learn to select appropriate materials, finishes, and textiles to enhance the aesthetic and functional aspects of a space.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 241
Title of the Course : Design Communication – III (Tutorial + Practical)
Number of Credits : 3 (1+2)
Effective from AY : 2023-24


Pre-requisites for the Course:	AutoCAD, Understanding of Anthropometry and Ergonomics.	
Course Objectives:	<ol style="list-style-type: none"> 1. Gain a thorough understanding of SketchUp's interface, modelling tools, and file management. 2. Improve the ability to visually communicate design ideas by creating compelling presentations and visualizations using SketchUp and V-Ray. 3. Explore the integration of textures, lighting, and materials to create cohesive and visually stunning 3D models and renderings. 	
Content:	Unit 1: Introduction to SketchUp and V-Ray (Theory) Overview of SketchUp, SketchUp Components and Groups, SketchUp Modeling Techniques, SketchUp Scenes and Layers, Overview of Rendering and V-Ray, V-Ray Interface and Settings, Materials and Textures in V-Ray, Lighting in V-Ray, V-Ray Cameras, V-Ray Render Settings and Output	15 Hours
	Unit 2: Applying SketchUp and V-Ray in Design Projects Project Overview and Planning, SketchUp Modeling, V-Ray Materials and Lighting, Rendering and Post-Processing	30 Hours
	Unit 3: Advanced Applications and Real-World Projects Project Overview and Site Planning, SketchUp Advanced Modeling Techniques, V-Ray Advanced Features, Final Rendering and Presentation, Project Review and Feedback	30 Hours
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.	
References/ Readings:	<ol style="list-style-type: none"> 1. Roskes, Bonnie. Google SketchUp 8 Hands-on: Student Coursebook. United States, 3DVinci, 2010. 2. Bradley, Brian. Photographic Rendering with V-Ray for SketchUp. United Kingdom, Packt Publishing, 2014. 3. Wylde, Lee. V-Ray My Way: A Practical Designer's Guide to Creating Realistic Imagery Using V-Ray & 3ds Max. United Kingdom, CRC Press, 2014. 4. Donley, Matt. SketchUp to LayOut: The Essential Guide to Creating Construction Documents with SketchUp Pro & LayOut. United States, Bizfound, LLC, 2015. 5. Chopra, Aidan, and Huehls, Rebecca. SketchUp For Dummies. United States, Wiley, 2017. 	
Course Outcomes:	<ol style="list-style-type: none"> 1. Master SketchUp's interface, tools, and features to proficiently craft and modify 3D models. 2. Develop advanced expertise in V-Ray, employing techniques like lighting, materials, textures, and camera settings to produce lifelike renderings. 	

	<ol style="list-style-type: none">3. Leverage SketchUp and V-Ray to create compelling presentations that eloquently communicate design concepts.4. Seamlessly blend textures, lighting, and materials to construct visually unified and engaging 3D models and renderings.5. Implement streamlined workflows in SketchUp and V-Ray to enhance efficiency in modeling and rendering processes, facilitating effective design communication.
--	--



SEMESTER-IV

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 202
Title of the Course : Interior Design Studio – IV (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

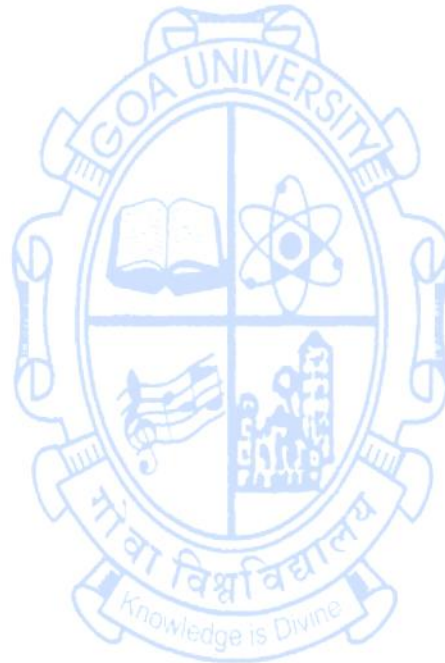
Pre-requisites for the Course:	IDE 200 Interior Design Studio – III	
Course Objectives:	<ol style="list-style-type: none"> 1. Demonstrate enhanced design skills by creating functional and aesthetic interior Commercial and retail spaces for diverse purposes. 2. Apply unique materials effectively in design projects, showcasing creativity and understanding of material properties. 3. Utilize design software proficiently to create detailed commercial/Retail interior designs and presentations. 4. Analyze and incorporate historical and cultural influences into design projects, showcasing cultural sensitivity. 5. Present design concepts effectively, demonstrating improved communication skills with clients and stakeholders. 	
Content:	 <p>Unit 1 Design Concepts and Case Studies Explore advanced design theories and philosophies in interior design, focusing on contemporary approaches to commercial/Retail spaces. Analyze case studies of renowned designers to understand their design concepts and principles. Explore deeper into principles governing spatial organization, focusing on multifunctional and adaptable interior spaces.</p>	15 Hours
	<p>Unit 2 Innovative Material Application and Properties Investigate unconventional and innovative materials for interior design applications, emphasizing creativity and functionality. Study the properties, characteristics, and applications of these unique materials, linking them to design innovation. Practical sessions to experiment with and understand the application of these materials in design projects.</p>	15 Hours
	<p>Unit 3 Enhanced Design Communication Develop better communication strategies for conveying design concepts to clients. Combine visual presentations and verbal articulation for effective communication. Practice engaging clients to gather feedback and align visions.</p>	30 Hours
	<p>Unit 4 Comprehensive Design Development Refine designs through iterative processes, addressing real-world challenges. Develop detailed presentation drawings</p>	30 Hours

	and 3D visualizations for comprehensive design presentations. Utilize models to enhance visualization and communication of the designed space.
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops
References/ Readings:	<ol style="list-style-type: none"> 1. Piotrowski, Christine M. and Elizabeth Ann White. Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques. 5th ed., John Wiley & Sons, 2012. 2. Sully, Anthony, and Alex Sanchez Vidiella. Drawing for Interior Design. Laurence King Publishing, 2014. 3. Hales, Chris. Sketching and Rendering for Design Presentations. 2nd ed., Bloomsbury Visual Arts, 2015. 4. Wood, Emily, and Linda Sorrento. Exploring Drafting. 15th ed., Cengage Learning, 2016. 5. Krygier, Corky. Digital Design Exercises for Architecture Students. Routledge, 2018.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Showcase mastery in using design software for detailed interior designs and presentations. 2. Demonstrate integration of historical and cultural elements sensitively into designs. 3. Display enhanced communication skills, effectively presenting design concepts to stakeholders. 4. Exhibit mastery in presenting refined interior design concepts through detailed visualizations and models.

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 203
Title of the Course : Building Services - I (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	1. To understand the basic knowledge of various building services. 2. To apply the knowledge of various services in the building. 3. To utilize the knowledge to create layouts. 4. To understand the various types in each of the services.	
Content:	Unit 1 Plumbing: Introduction to water supply, types of water supply systems, calculation of water supply requirements, and storage of water. Water supply in a multi-storey building - application, advantage, and its benefits.	15 Hours
	Unit 2 Sanitation Introduction to sanitation, types of sanitation, introduction to drainage system, types of drainage system, traps - different types used. Introduction to sanitary fittings and classification. Different types of wash basins, water closets, and urinals. Shower panels, cisterns, and bathtub/jacuzzi. Bathroom accessories.	15 Hours
	Unit 3 HVAC Principles and components of mechanical ventilation and air-conditioning systems; calculation based on design conditions and system sizing, design considerations for chiller rooms, cooling plants, AHUs; integration with natural ventilation, and other energy-conserving technologies.	15 Hours
	Unit 4 Lifts Lifts, escalators, conveyors, and travelators; sizing of space for lifts and other mobility systems; construction and installation; design and operation of automated parking systems.	15 Hours
Pedagogy:	Lectures, tutorials (drawings), discussions, presentations, assignments, Site visits and case studies.	
References/ Readings:	1. Blower, G. J. Plumbing: Mechanical Services. Germany, Prentice Hall, 2002. 2. Bangash, M.Y.H., and Bangash, T.. Lifts, Elevators, Escalators and Moving Walkways/ Travelators. Netherlands, Taylor & Francis, 2007. 3. ASHRAE Handbook: Fundamentals. United States, ASHRAE, 2013. 4. National Building Code, 2015, Bureau of Indian Standards	

Course Outcomes:	After the completion of this course, the student will be able to: <ol style="list-style-type: none">1. Understand service aspects and processes from concept to reality.2. Learn different service theories and their applicability.3. Understand the practical use of services and standards for an activity.4. Draw various service layouts for small projects.
-------------------------	--




Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 204
Title of the Course : Building Construction (Theory + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE – 100 Interior Design Studio I and IDE 101 Interior Design Studio II	
Course Objectives:	<ol style="list-style-type: none"> 1. Grasp the fundamentals of construction methods, materials, and building systems relevant to interior design projects. 2. Learn to harmonize design concepts with practical construction principles, ensuring feasibility and compliance with regulations. 3. Explore sustainable construction practices and emerging innovations within interior design, focusing on environmentally conscious materials and technologies. 	
Content:	Unit 1 Construction Fundamentals Building components, Construction Methods Overview, Materials in Interior Construction, Building Codes and Regulations	15 Hours
	Unit 2 Masonry and RCC in Building Construction Types of masonry materials (brick, stone, concrete blocks), Masonry bonds and patterns. Components of RCC structures (beams, columns, slabs), Reinforcement detailing, Formwork and shuttering techniques, Casting and curing processes.	15 Hours
	Unit 3 Wood and timber, Metal and Steel in Building Construction Wood and Timber: Types of wood and timber used in construction, framing techniques for walls and partitions, Finishing details, and surface treatments for wood. Metal Construction: Types of metals used in construction (steel, aluminium), Metal framing and structural elements, Metal finishes and coatings. Steel Construction: Steel framing for beams and columns, Welding, and fabrication techniques.	30 Hours
	Unit 4 Application of Construction Materials in Interior Design Use of masonry for walls, and partitions. Use of RCC for structural components, and flooring. Designing wooden doors and windows, furniture, and flooring. Incorporating metal and steel elements in interiors. Blend different materials for functional and aesthetic purposes	30 Hours
Pedagogy:	Lectures, tutorials, presentations	
References/ Readings:	<ol style="list-style-type: none"> 1. Allen, Edward, and Iano, Joseph. Fundamentals of Building Construction: Materials and Methods. Germany, Wiley, 2011. 2. Ching, Francis D. K. Building Construction Illustrated. 6th ed., John Wiley & Sons, 2014. 	

	<ol style="list-style-type: none"> 3. Riley, Michael, and Alison Cotgrave. <i>Materials and Interior Design</i>. 2nd ed., Laurence King Publishing, 2016. 4. Panesar, D. K. <i>Building Construction: Principles, Materials, and Systems</i>. PHI Learning, 2017. 5. Ambrose, James M., and Patrick Tripeny. <i>Basic Principles and Calculations in Architectural Practice</i>. John Wiley & Sons, 2018. 6. Ching, Francis D. K. <i>Interior Design Illustrated</i>. 4th ed., John Wiley & Sons, 2018. 7. <i>Construction: Materials and Methods</i>. 7th ed., John Wiley & Sons, 2019.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Gain a solid understanding of construction basics, covering building components, construction methods, and materials in interior construction. 2. Acquire proficiency in masonry and RCC construction techniques, including material identification, bonds, patterns, and key processes. 3. Develop competence in applying wood, timber, metal, and steel in construction, focusing on framing, finishing, and structural elements. 4. Demonstrate the ability to apply construction materials in interior design, utilizing masonry, RCC, wood, timber, metal, and steel for both functional and aesthetic purposes.

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 205
Title of the Course : Theory of Design – I (Theory)
Number of Credits : 2
Effective from AY : 2023-24

Pre-requisites for the Course:	Completion of First Year (Semester I & II)	
Course Objectives:	<ol style="list-style-type: none"> 1. To make the students learn the theoretical aspects of design and understand how it could be manifested in different aspects of design. 2. To understand the basics elements and principles of design. 3. To develop the vision of color and color wheel in different scenarios. 4. To understand space making using solid shapes creating visual composition. 5. To develop the meaning of space in reference to elements and principles of design. 	
 Content:	<p>Unit 1 Introduction to Design - Definitions and meaning of design, importance of design, examples of design from nature. Fundamental elements of design in 2-D and their definitions; point, line, shape, form, space, texture, value, color and material.</p> <p>Colour theory -Introduction – Colour wheel – primary, secondary, tertiary colors, color wheel, color schemes color value, intensity, and modification of color hues – tints, shades, neutralization. Psychological impact of color – warm, cool and neutral colors, impact of specific hues, color and form, color and light, color and surface qualities, color and distances and scales</p> <p>Introduction to the principles of design in 2-D and 3D - unity, balance, symmetry, proportion, scale, hierarchy, rhythm, contrast, harmony, focus, etc.; use of grids, creating repetitive patterns.</p>	<p style="text-align: center;">15 Hours</p>
	<p>Unit 2 Concept of Geometry & Visual Composition - Introduction to different 3-D forms and primitive forms, shapes - characteristic features and their behavior - understanding the behavior when combined. Transformation of 2-D to 3-D - process - principles - types - Composition - types - Principles of composition using grids, symmetrical/asymmetrical, Rule of Thirds, Centre of Interest, Gestalt's Theory of Visual Composition.</p> <p>Applications of Elements and Principles of Design Review and discussion - articles about famous design examples - Group discussion about interesting design and its impact - Assignment on inspiring designs and various</p>	<p style="text-align: center;">15 Hours</p>

	components in terms of elements and principles to be identified, documented, and presented.
Pedagogy:	Lectures, discussions, presentations, hands-on activities.
References/ Readings:	<ol style="list-style-type: none"> 1. Ching, Francis D. K.. Interior Design Illustrated. United Kingdom, Van Nostrand Reinhold, 1987. 2. Poore, Jonathan. Interior Color by Design: A Design Tool for Architects, Interior Designers, and Homeowners. Hong Kong, Rockport Publishers, 1994. 3. Hanks, David A., and Wright, Frank Lloyd. The Decorative Designs of Frank Lloyd Wright. United States, Dover Publications, 2003. 4. Whiton, Sherrill. Elements Of Interior Design And Decoration. United Kingdom, Read Books Limited, 2013.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand and apply design vocabulary such as Point, Line, shape, color, texture, area, mass, volume etc. 2. Understand and apply design principles such as ratio, proportion, scale, balance, harmony, unity, variety, rhythm, emphasis. 3. Understand space making using solid shapes creating visual composition. 4. Understand various ideologies from the works of great architects, interior designers, and product designers.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 221
Title of the Course : Advertising, Branding and Interior Photography (Theory+Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

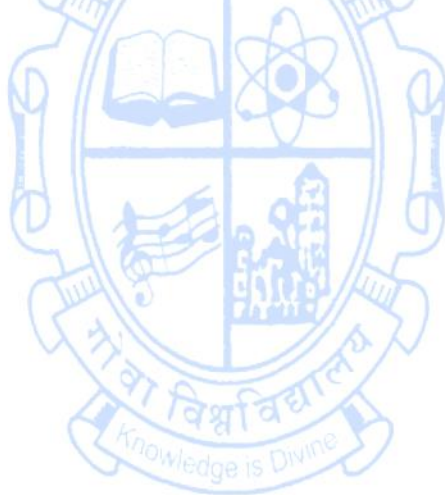
Pre-requisites for the Course:	Nil	
Course Objectives:	<ol style="list-style-type: none"> 1. Understanding Branding and Advertising in Interior Design. 2. Mastering Advertising Techniques for Interior Designers. 3. Acquiring Interior Photography Skills for Branding. 4. Integrating Photography into Branding and Promotion. 	
Content:	Unit 1: Introduction to Advertising and Branding in Interior Design <ul style="list-style-type: none"> • Understanding the role of advertising and branding in the context of interior design • Exploration of successful branding strategies within the design industry • Analysis of case studies highlighting effective advertising campaigns for interior design projects • Developing a brand identity and establishing a unique design style 	15 Hours
	Unit 2: Advertising Techniques for Interior Designers <ul style="list-style-type: none"> • Utilizing various advertising mediums relevant to interior design (print, digital, social media, etc.) • Creating compelling design portfolios and promotional materials • Strategies for effective client communication and presentation in advertising • Incorporating storytelling techniques to enhance the narrative of interior design projects 	15 Hours
	Unit 3: Interior Photography for Branding and Promotion <ul style="list-style-type: none"> • Basics of interior photography: equipment, lighting, and composition • Styling and staging for effective interior photography • Post-processing techniques to enhance and refine interior photographs • Integrating photography into advertising and branding materials • Building a professional portfolio through curated interior photography 	30 Hours
	Unit 4 : Project <ul style="list-style-type: none"> • To create a project based on the understanding and learnings from the above units of Advertising, Branding, Photography and Promotion techniques. 	30 Hours
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.	

<p>References/ Readings:</p>	<ol style="list-style-type: none"> 1. Barry, Pete. The Advertising Concept Book: Think Now, Design Later : a Complete Guide to Creative Ideas, Strategies and Campaigns. United Kingdom, Thames & Hudson, 2012. 2. Schulz, Adrian, and Bredt, Marcus. Architectural Photography: Composition, Capture, and Digital Image Processing. United States, Rocky Nook, 2015. 3. Kuhteubl, Kim. Branding + Interior Design: Visibility and Business Strategy for Interior Designers. United States, Schiffer Publilshing Limited, 2016. 4. Landa, Robin. Advertising by Design: Generating and Designing Creative Ideas Across Media. Germany, Wiley, 2016. 5. Bate, David. Photography: The Key Concepts. United Kingdom, Taylor & Francis, 2020.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate an understanding of branding principles and apply effective advertising strategies to enhance the visibility and recognition of interior design projects. 2. Create professional advertising materials, including portfolios and promotional content, showcasing their design style and effectively communicating with clients. 3. Produce high-quality interior photographs using appropriate equipment and techniques, capturing the essence of interior spaces for branding and promotional purposes. 4. Successfully integrate professionally captured and edited interior photographs into branding initiatives, enhancing the overall visual identity of their interior design projects.

SEMESTER-V**Name of the Programme: B.Sc. Interior Design****Course Code: IDE - 300****Title of the Course: Interior Design Studio – V (Tutorial + Practical)****Number of Credits: 4 (2+2)****Effective from AY: 2023-24**

Pre-requisites for the Course:	IDE – 202 Interior Design Studio – IV	
Course Objectives:	<ol style="list-style-type: none"> 1. Implement sustainable design practices in Commercial Space. 2. Design and implement effective lighting solutions for interior spaces to enhance ambiance and functionality. 3. Develop designs that cater to diverse user needs, ensuring inclusivity and accessibility in interior spaces. 	
Content:	Unit 1 Design Concepts and Case Studies Explore advanced design theories and philosophies in interior design, focusing on contemporary approaches to Commercial spaces. Analyze case studies of renowned designers to understand their design concepts and principles. Explore deeper into principles governing spatial organization, focusing on multifunctional and adaptable interior spaces.	15 Hours
	Unit 2 Innovative Material Application and Properties Investigate unconventional and innovative materials for interior design applications, emphasizing creativity and functionality. Study the properties, characteristics, and applications of these unique materials, linking them to design innovation. Practical sessions to experiment with and understand the application of these materials in design projects.	15 Hours
	Unit 3 Inclusive Interior Design Develop designs ensuring inclusivity and accessibility for diverse users. Implement design principles supporting inclusivity. Assess designs from various perspectives for functionality and inclusivity.	30 Hours
	Unit 4 Advanced Project Development Enhance designs iteratively, considering sustainability, lighting, and inclusivity. Develop detailed presentations reflecting refined design solutions. Practice effective stakeholder engagement for feedback alignment.	30 Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops	
References/ Readings:	<ol style="list-style-type: none"> 1. Stein, Benjamin, and John S. Reynolds. Mechanical and Electrical Equipment for Buildings. 12th ed., Wiley, 2014. 	

	<ol style="list-style-type: none"> 2. Winchip, Susan J. Lighting Design Basics. 3rd ed., John Wiley & Sons, 2016. 3. Winifred, Gallagher, and Wayne T. Anthony. Accessible Design for the Built Environment. Fairchild Books, 2016. 4. Lupton, Ellen, and Jennifer Cole Phillips. Light for Visual Artists: Understanding & Using Light in Art & Design. 2nd ed., Laurence King Publishing, 2017. 5. Porteous, Julie. Inclusive Design: A Universal Need. Routledge, 2018.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Proficiency in integrating eco-friendly materials and practices into interior design projects. 2. Mastery in designing and implementing lighting solutions for various interior contexts, prioritizing functionality and ambiance. 3. Ability to create designs ensuring inclusivity, accessibility, and functionality for diverse user needs. 4. Expertise in refining designs iteratively, considering sustainability, lighting, and inclusivity. Effective stakeholder engagement for feedback and alignment.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 301
Title of the Course : Building Services – II (Theory)
Number of Credits : 4
Effective from AY : 2023-24

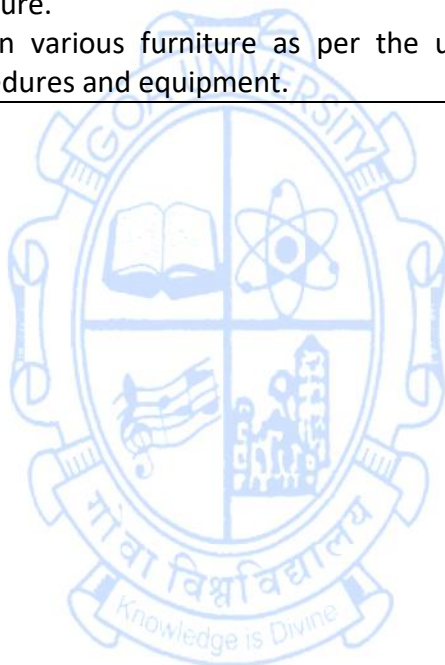
Pre-requisites for the Course:	IDE – 203 Building Services – I	
Course Objectives:	<ol style="list-style-type: none"> 1. To understand the basic knowledge of various building services. 2. To apply the knowledge of various services in the building. 3. To utilize the knowledge to create layouts. 4. To understand the various types in each of the services. 	
Content:	Unit 1 Introduction to daylighting - Nature of light, Wavelength, Photometric quantities, intensity, Flux, illumination and luminance, visual efficiency, sources of light, daylight factor concept, design sky concept, daylighting requirements.	15 hours
	Unit 2 Artificial lighting - Electric lamps – incandescent, fluorescent, sodium vapour, mercury, halogen, and neon. Different types of lights in interior and exterior - task lighting, special purpose lighting. Calculation of artificial lighting, guidelines for lighting design, Glare in artificial lighting. Luminaries and Fixtures - Definition, different luminaries for lighting, lighting control system- benefits & application, Impact of lighting, fixture types - free-standing or portable, fixed, light fixture control. Lighting accessories- switches, sockets, fused connection units, lamp holders, ceiling roses, etc.	15 hours
	Unit 3 Acoustics Introduction to acoustics, objectives of acoustics, terminology, sound in interiors, factors involved in sound. Classification of sound, sound transmission defects due to reflected sound, properties of sound, behavior of sound in enclosures. Introduction to absorbents, classification of absorbents, types of sound absorptive materials, porous absorbents, commercial porous materials, resonant panels or membrane systems, space or functional absorbers, absorption coefficient and measurements, reverberation, and reverberation time.	15 hours
	Unit 4 Fire safety Introduction to fire safety, causes of fire, and preventive measures. Fire-resistant construction is the responsibility of the designer towards fire resistance specifications and requirements, application, and usage. Fire sources,	15 hours

	spreading, and growth decay curve; material fire response and fire-retardant materials; fire hydrants, fire escapes, refuge areas, fire tender access; smoke detector, alarm, and sprinkler systems; representation of fire considerations in drawings.	
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops	
References/ Readings:	<ol style="list-style-type: none"> 1. Cremer, Lothar, and Müller, Helmut A.. Principles and Applications of Room Acoustics. United Kingdom, Applied Science, 1982. 2. Kinsler, Lawrence E.. Fundamentals of Acoustics. United Kingdom, Wiley, 2000. 3. Egan, M. David. Architectural Acoustics. United Kingdom, J. Ross Pub., 2007. 4. Kuttruff, Heinrich. Room Acoustics. United Kingdom, Taylor & Francis, 2009. 5. Merritt, Frederick S., and Ambrose, James E.. Building Engineering and Systems Design. United States, Springer US, 2012. 6. Kleiner, Mendel, and Tichy, Jiri. Acoustics of Small Rooms. United Kingdom, Taylor & Francis, 2014. 	
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand service aspects and processes from concept to reality. 2. Learn different service theories and their applicability. 3. Understand the practical use of services and standards for an activity. 4. Draw various services. 	

Name of the Programme : B.Sc. Interior Design
Course Code : IDE-302
Title of the Course : Furniture Design – II (Theory+ Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE – 201 Furniture Design - I	
Course Objectives:	<ol style="list-style-type: none"> 1. To introduce standards and patterns data to students. 2. Case studies of various types of furniture by famous designers. 3. Expose students to various technologies involved in the making of furniture. 4. To focus on modular Furniture by utilizing state-of-the-industry procedures and equipment. 	
Content:	Unit 1 Furniture construction Measurement and measurement systems, Standard sizes of furniture, Traffic pattern and furniture layout for residence, commercial, and office areas - Furniture for the physically challenged. Commercial furniture Layout and Detail drawings – Showcases, Counters, Display units, Restaurant - furniture, bar furniture - Office furniture – Adjustable desks and storage, Mobile and Resilient chairs, - Portable chairs, Lounge seating.	15 Hours
	Unit 2 Types of Furniture Built-in furniture – Movable furniture – Systems furniture – Specially Designed furniture – Readymade furniture – Storage Systems - Functional analysis of Storage systems - Deriving types of Cabinets needed for interior spaces - Kitchen cabinets, Wardrobes closets, Bookcases, showcases display systems - Modular, Knockdown & Economy Furniture. Case study: Famous Designers - Charles & Ray Eames, Eero Saarinen, Jean Prouve, Paul Mccobb, Ettore Sottsass, Knoll, Jens Risom, etc.	15 Hours
	Unit 3 Design and Manufacturing approaches in Furniture Design Parametric furniture- Introduction to parametric- types of Parametric dimensional furniture -Organic – sectioned pieces – geometric abstract for a Workstation Introduction to manufacturing processes : Injection Molding, investment casting, sheet metal work, die casting, vacuum - forming, etc.	30 Hours
	Unit 4 Modular Kitchens - Modular kitchens, components basis of Construction involving, layouts, carcass, hardware selection, fixing details finishes and special types such as tall units, grain trolleys, and carousels fold outs etc.	30 Hours

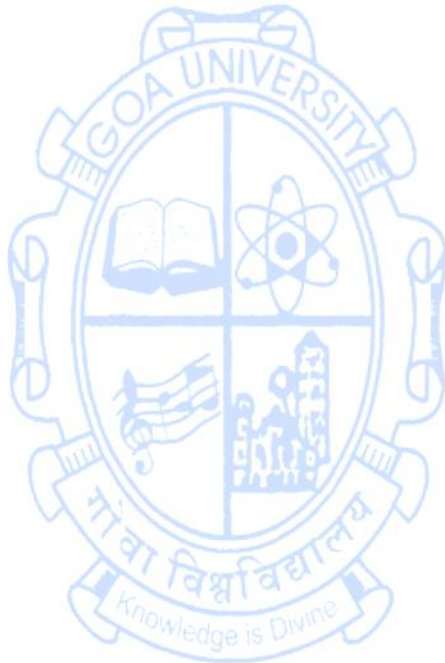
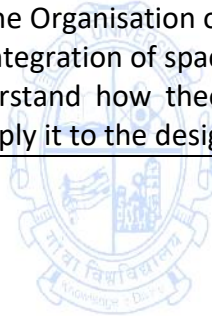
Pedagogy:	Lectures, discussions, presentations, hands-on activities.
References/ Readings:	<ol style="list-style-type: none"> 1. Aronson, Joseph. The New Encyclopedia of Furniture. United States, Crown Publishers, 1967. 2. Szenasy, Susan S. Office Furniture. United States, Facts on File, 1984. 3. Ching, Francis D. K., and Binggeli, Corky. Interior Design Illustrated. United Kingdom, Wiley, 2012. 4. Postell, James Christopher, and Postell, Jim. Furniture Design. United Kingdom, Wiley, 2012.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Have the knowledge of various standard dimensions and types of furniture in commercials. 2. Get knowledge about different types of furniture. 3. Understand various technologies involved in the making of furniture. 4. Design various furniture as per the understanding of industry procedures and equipment.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE-303
Title of the Course : Theory of Design – II (Theory)
Number of Credits : 2
Effective from AY : 2023-24

Pre-requisites for the Course:	Theory of Design - I	
Course Objectives:	<ol style="list-style-type: none"> 1. To make the students learn the theoretical aspects of design and understand how it could be manifested in different aspects of design. 2. To develop understanding of the basic principles of space and mass, circulation, and composition. 	
Content:	<p>Unit 1 Interior Space - Organization of Forms Spatial analysis with respect to form, scale, proportion; Geometric and abstract form used in spaces; Transitional spaces – openings within wall planes, doorways, windows, stairways. The building entrance, flow of spaces, path space relationship, and form of circulation space</p> <p>Spatial Relationships: i) Space within space, ii) Interlocking spaces, iii) Adjacent spaces, iv) Space linked by a common space b) Spatial Organization: influencing factors and their types i) Centralized, ii) Linear, iii) Radial, iv) Clustered, v) Grid c) Articulation of forms and space types: i) Edges and corners, ii) Surface.</p>	15 Hours
	<p>Unit 2 Design Process and analysis of Buildings, Group discussion about interesting design and its impact - Assignment on inspiring designs and various components in terms of –integration of aesthetics and function - Understanding of formative ideas, spatial characteristics, Massing, and circulation. Small exercises to understand how theories come together to create good design – application of theories within typology and across typologies. Introduction to various Interior Designers and their works in order to understand spatial organization, composition, Scale and Proportion. For e.g. Philippe Starck, Albert Hadley, David Hicks, Billy Baldwin, Elsie de Wolfe, Dorothy Draper, Jonathan Adler, Axel Vervoordt, Kelly Wearstler, Peter Marino.</p>	15 Hours
Pedagogy:	Lectures, discussions, presentations, hands-on activities.	
References/ Readings:	<ol style="list-style-type: none"> 1. Ching, Francis D. K. Interior Design Illustrated. United Kingdom, Van Nostrand Reinhold, 1987. 2. Hanks, A. David. Decorative Designs of Frank Lloyd Wright, Dover Publications, Inc. New York, 2003. 	

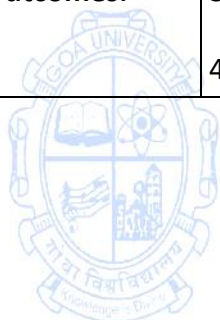
	<ol style="list-style-type: none"> 3. Logic and Design in Art, Science, and Mathematics by Krome Barratt, Globe Pequot Press, 2005. 4. Poore, Jonathan. Interior Color by Design: A Tool for Homeowners, Designers, and Architects. United States, Rockport Publishers, 2005.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the articulation of different building components. 2. Understand the Organisation of Forms and space. 3. Understand integration of spaces and aesthetics. 4. Able to understand how theories come together to create good design and apply it to the design.



Name of the Programme : B Sc. Interior Design
Course Code : IDE - 321
Title of the Course : Interior Landscape Design (Theory + practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	Completion of Semester I to IV	
Course Objectives:	<ol style="list-style-type: none"> 1. To develop an understanding of the various plants, greenery, and natural elements that work well in interior spaces. Keep in mind things like climate requirements, lighting, and maintenance. 2. Gain the ability to comprehend the requirements, inclinations, and limitations of clients when integrating interior landscapes and to effectively convey design ideas that support client goals. By creating interior landscape design projects and taking client requirements, financial constraints, and space constraints into account, one can apply theoretical knowledge to practical situations. 	
Content:	Unit 1: Introduction to Interior Landscape Design <ul style="list-style-type: none"> • Understanding the role of landscape design within interior spaces • Historical overview and evolution of interior landscaping • Importance of plants and greenery in interior design. 	15 hours
	Unit 2: Plant Selection and Maintenance <ul style="list-style-type: none"> • Identifying and selecting appropriate plants for interior environments • Factors influencing plant selection (light, humidity, maintenance) • Techniques for maintaining and caring for interior plants. 	15 hours
	Unit 3: Design Principles in Interior Landscaping and Sustainable Interior Landscapes <ul style="list-style-type: none"> • Application of design principles (balance, scale, proportion) in interior landscape design • Creating focal points, spatial arrangements, and compositions with plants • Integrating plants with other interior design elements • Sustainable practices in interior landscaping (water conservation, use of native plants, etc.) • Implementing eco-friendly techniques in maintaining interior greenery • Evaluating the environmental impact of interior landscaping materials and methods 	30 hours
	Unit 4: Professional Practices and Project Development <ul style="list-style-type: none"> • Developing interior landscaping concepts for different interior spaces (residential, commercial, public) 	30 hours

	<ul style="list-style-type: none"> • Understanding client needs, budgeting, and project management in interior landscaping • Presenting and pitching interior landscaping proposals 	
Pedagogy:	Tutorial, Hands-on Studio Work, Problem-Based Learning, Collaborative Learning, Field Studies and Site Visits	
References/ Readings:	<ol style="list-style-type: none"> 1. DelPrince, James M.. Interior Plantscaping: Principles and Practices. United Kingdom, Cengage Learning, 2013. 2. Dennis, Lori, and Porter, Courtney. Green Interior Design: The Guide to Sustainable High Style. United Kingdom, Allworth, 2021. 3. Gail Vittori and Pliny Fisk , "The Green Interior: Design, Materials, and Interior Design for a Sustainable Future", 2021. 4. Roth, Hannah Rae, et al. The Green Building Materials Manual: A Reference to Environmentally Sustainable Initiatives and Evaluation Methods. Germany, Springer International Publishing, 2021. 	
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the design principles of interior spaces. 2. Understand the effects of Interior landscaping on spaces 3. Apply the knowledge of sustainable plant selection and design techniques to landscaping. 4. Able to design and propose budget and project management skills 	



Name of the Programme: B.Sc. Interior Design

Course Code: IDE - 361

Title of the Course: Internship

Number of Credits: 2

Effective from AY: 2023-24

Prerequisites for the course	Completion of Semester I to IV	
Course Objectives	<ul style="list-style-type: none">To enable the students to pursue an in-depth study in any area of special interest.To impart knowledge on working and managing an interior design firm.	
Content	As per company requirements and to present an internship report in the end. The internship needs to be carried out before the start of V semester, in their summer break.	45 Working Days
Pedagogy	<p>Practical knowledge by Interning under an interior designer or architect. Students should maintain a diary of work on each day at the office. A report is to be submitted for evaluation. The internship report must contain the portfolio of work undertaken.</p> <p>Design</p> <ul style="list-style-type: none">a. Concept designb. Design developmentc. Design detailingd. Material researche. Presentation <p>Site/ Field</p> <ul style="list-style-type: none">a. Site visit reportb. Material surveyc. Workshop <p>Client</p> <ul style="list-style-type: none">a. Attending/discussing meetings with clients <p>Contractor</p> <ul style="list-style-type: none">a. Meetings on site	
References / Readings	NA	
Course Outcomes	After the completion of this course, the student will be able to: <ul style="list-style-type: none">1. Interact with client and practical issues.2. Have knowledge about various market products,3. Have an understanding of planning and designing spaces.	

SEMESTER-VI

Name of the Programme : B Sc. Interior Design
Course Code : IDE 304
Title of the Course : Working Drawing (Tutorial + Practical)
Number of Credits : 4 (1+3)
Effective from AY : 2023-24

<p>Pre-requisites for the Course:</p>	<p>Proficiency in basic design principles, spatial visualization, and drafting. Students must be computer literate, familiar with design software, detail-oriented, and possess effective communication skills. Understanding architectural terminology, critical thinking, and knowledge of building codes are also essential for success in the module.</p>	
<p>Course Objectives:</p>	<ol style="list-style-type: none"> 1. This course focuses on teaching students how to create precise and comprehensive working drawings for interior design projects. 2. Students will learn the fundamental principles of technical drawing, drafting conventions, and how to communicate design details effectively. Through hands-on exercises and projects, they will develop the necessary skills to produce drawings required for construction and implementation. 	
<p>Content:</p>	<p>Unit 1 Introduction to Working Drawing Introduction to technical and construction drawing in interior design and representational conventions and symbols. Dimensioning techniques for clear communication, Layout creation, and the importance of working in layout and plotting.</p>	<p>15 Hours</p>
	<p>Unit 2 Creating Elevations, Sections, and Details: Understanding elevation drawings and their importance in interior design, Drawing wall elevations with accurate measurements and annotations. Creating interior sections to show the internal structure of spaces and developing detailed drawings for specific design elements (e.g., custom furniture, built-in fixtures).</p>	<p>30 Hours</p>
	<p>Unit 3 Creating Electrical, Lighting, Plumbing, and HVAC Plans: Designing electrical layouts and outlet placement, Incorporating lighting fixtures in the interior design drawings. Understanding plumbing layouts and fixture positions. Integrating HVAC elements into the interior design drawings. Creating Reflected Ceiling Plans (RCP), Detailing Drawing RCP to illustrate the ceiling layout, lighting, and other elements. Coordination between RCP and other interior drawings. Adding finishing touches to working drawings, including hatching, notes, and callouts, and reviewing and refining drawings for clarity and accuracy.</p>	<p>30 Hours</p>

	Unit 4 Construction Documentation: Assembling a set of working drawings for a complete interior design project. Creating specification sheets for materials and finishes. Development of Interior design Documentation for 2 BHK.	30 Hours
Pedagogy:	This pedagogy aims to guide students through a structured learning process that includes theoretical concepts, practical applications, and hands-on experiences to foster a deep understanding of working drawing principles in the context of interior design.	
References/ Readings:	<ol style="list-style-type: none"> 1. French, Thomas Ewing, et al. Engineering Drawing and Graphic Technology. Cocos (Keeling) Islands, McGraw-Hill, 1993. 2. Gill, Robert W. The Thames and Hudson Manual of Rendering with Pen and Ink. United Kingdom, Thames and Hudson, 1990. 3. Muller, Edward John, and Grau, Philip A. Reading Architectural Working Drawings: Residential and Light Construction. United Kingdom, Prentice Hall, 2000. 4. The Architects' Handbook. Germany, Wiley, 2008. 	
Course Outcomes:	After the completion of this course, the student will be able to: <ol style="list-style-type: none"> 1. Outline the basic concepts for the preparation of working drawings for the residential projects. 2. Familiarize the students to integrate the services in working drawings and 3. Analyse the service clash and prepare coordinated interior drawings. 4. Read and reproduce different layouts and construction detail drawings in a suitable scale. 	

Name of the Programme : B.Sc. Interior Design
Course Code : IDE 305
Title of the Course : Specification, Estimation, and Costing (Theory)
Number of Credits : 4
Effective from AY : 2023-24

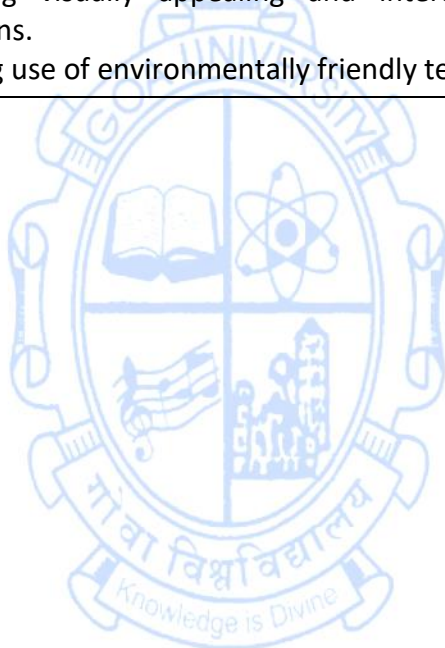
Prerequisites for the Course	Basic space planning skills, Ergometric and Anthropometric standards used in interior designing. Interior Material specifications and applications, Basics of Excel and MS Word.	
Course Objectives	<ol style="list-style-type: none"> 1. To impart the knowledge of Materials and their properties. 2. To understand the technical terminologies associated with Estimation and Costing. 3. Understanding of Rates and brands for different materials and finishes based on area and scope of application. 4. To familiarize the students with prices and market analysis of the products. 	
Content	Unit 1 Introduction to Estimation and Costing Introduction to Estimation. Types of Estimation - Detailed, Lumpsum, Material, Time and Material estimation. Advantages and Disadvantages of estimation. Factors to be considered for estimation. Introduction to Costing. Types of Costing - Labour costing and Material costing. Advantages and Disadvantages of costing.	15 Hours
	Unit 2 Introduction to Specification Introduction to Specification in estimation and costing. Objective of specifications. Importance of specifications. Types of specifications- General specification and Detailed Specification. Use of Specifications in interior design estimation. Advantages and Disadvantages of Specification. Preparation and planning of Specification for all Interior works including Customized works.	15 Hours
	Unit 3 Market Survey and Rate Analysis Rate Analysis for various items of work in interiors. Preparation of Rate analysis report manually and through spreadsheet programs. Brand Survey and Comparison. Tender and Contracts Types of tenders. Tendering process. Contract formulation. Breach of Contract. Billing of items. Certificates of payments. Professional fees - Types of Professional fees, Guidelines for Professional fees.	15 Hours
	Unit 4 Estimation and costing for interior works Estimations and costing for 2 BHK with Interior works. Plastering, Whitewashing, Painting, Wallpaper,	15 Hours

	<p>Flooring, Wall Tile Installation, Wall Cladding, Wall Panelling, False ceiling, Woodwork, and Loose Furniture.</p> <p>Presentation and Computation in Softwares. Formulation of Bill of Materials and Bill of Quantities. Composition of professional MOMs. Understanding change in estimation with Design iterations.</p>	
Pedagogy:	<p>This pedagogy aims to guide students through a structured learning process that includes theoretical concepts, practical applications, and hands-on experiences to foster a deep understanding of the importance of Estimation and Costing for all type of interior works.</p>	
References/ Readings:	<ol style="list-style-type: none"> 1. Sampson, Carol. A. Techniques for Estimating Materials Cost and Time for Interior Designers. United States, Watson-Guptill, 2001. 2. Dutta, B. N., "Estimation and Costing in Civil Engineering", UBS Publishers Distributors Pvt Ltd., New Delhi, 2014. 3. Allison, Diana. Estimating and Costing for Interior Designers: - with STUDIO. United States, Bloomsbury Publishing, 2021. 	
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Learn about different types of material used in the interiors of any space. 2. Learn different types of tenders. 3. Work out rate analysis and prepare estimates of the project. 4. Understanding of BOQ and formulation of contract documents and MOMs. 	

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 306
Title of the Course : Visual Merchandising (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites For the Course:	IDE – 200 Interior Design Studio III & IDE 204 Building Construction	
Course Objectives:	<ol style="list-style-type: none"> 1. To learn how a retail project is managed from the start through its conclusion. 2. Including window displays and signage as well as store exterior design. 3. Using various materials and doing research or surveys on them. 4. Portfolio structure and work presentation. 	
Content:	Unit 1 Awareness of Retail and Visual Merchandising - An Introduction of Retail and Visual Merchandising applying design elements and concepts in a retail setting, components of displays for a store's inside and outside, Case analysis, and idea generation.	15 Hours
	Unit 2 Design and plan the layout of the store, usage of equipment, and circulation, Make a mood board, and plan, incorporating planograms.	15 Hours
	Unit 3 Merchandise Presentation and Window Displays: Concepts and Elements to Consider Display of Merchandise, Types of Window settings, Types of windows displays, and how they are created. The suggested layout of the Front Façade, Windows, Furniture, and Model.	15 Hours
	Unit 4 Merchandise Styling - Styling display products, Display using Mannequins, Selection and placement of props, Lighting. Sustainably learning to Visually Merchandise. Understanding 3D Views: Detailed Drawings, 3D Models, Sectional Elevations, Electrical Layout, Reflected Ceiling Plan, and Photorealistic Renders.	15 Hours
Pedagogy:	Lectures/Assignments/Self-Study/ Model making	
References/ Readings:	<ol style="list-style-type: none"> 1. DeChiara, Joseph, et al. Time-Saver Standards for Interior Design and Space Planning, Second Edition. United Kingdom, McGraw-Hill Education, 2001. 2. Bell, Judith A., and Ternus, Kate. Silent Selling: Best Practices and Effective Strategies in Visual Merchandising. United Kingdom, Fairchild Publications, 2002. 3. Bhalla, Swati, and Anuraag S. Visual Merchandising. India, Tata McGraw-Hill, 2010. 	

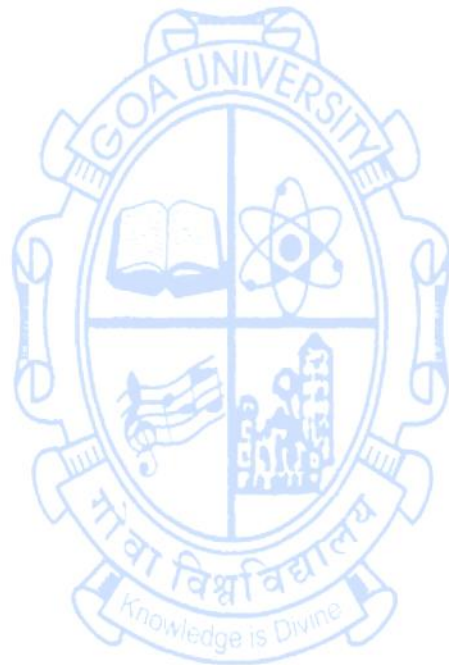
	<ol style="list-style-type: none"> 4. Ebster, Claus, and Garaus, Marion. Store Design and Visual Merchandising: Creating Store Space that Encourages Buying. United States, Business Expert Press, 2011. 5. Katrandjiev, Hristo, and Velinov, Ivo. Online Visual Merchandising: Structural Elements And Optimization For Apparel Web Stores. Germany, Lap Lambert Academic Publishing GmbH KG, 2014. 6. Morgan, Tony. Visual Merchandising, Third Edition: Windows and In-store Displays for Retail. United Kingdom, Laurence King Publishing, 2016. 7. Pegler, Martin M., and Kong, Anne. Visual Merchandising and Display: Bundle Book + Studio Access Card. United States, Bloomsbury Publishing PLC, 2018.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Gain the confidence to complete a project independently. 2. Creating visually appealing and interactive displays for retail locations. 3. Making use of environmentally friendly techniques.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE – 307 (120 Hours)
Title of the Course : Project
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Interior Design Studio – I to V
Course Objectives:	<ol style="list-style-type: none"> 1. To select and justify independent Interior projects along with Data collection and Research on the topic and site. 2. To design innovative/creative spaces. 3. To create 2D and 3D representation of design. 4. To prepare execution drawings for the proposed design.
Content:	Unit 1 Selection and justification of independent topic for interior design. Prepare a proposal report.
	Unit 2 Prepare a detailed design brief and select a site for the project, along with relevant data collection and analysis. Site Selection, site analysis, standard data collection,
	Unit 3 Propose innovative/creative design. Design concept, moodboard, process, drawings, etc.
	Unit 4 Design drawings and Renderings for project implementation Execution. Project report and portfolio
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops
References/ Readings:	<ol style="list-style-type: none"> 1. Gido, Jack, and James P. Clements. Successful Project Management. 7th ed., Cengage Learning, 2014. 2. Pile, John F. Color in Interior Design. 2nd ed., McGraw-Hill Education, 2016. 3. Ozel, Filiz. Furniture Design: An Introduction to Development, Materials and Manufacturing. Bloomsbury Visual Arts, 2017. 4. Piotrowski, Christine M. Professional Practice for Interior Designers. 5th ed., Wiley, 2018. 5. Primo, Eugene, and Peter Lawrence. The Interior Design Productivity Toolbox: Checklists and Best Practices to Manage Your Workflow. Fairchild Books, 2018.
Course Outcomes:	After the completion of this course, the student will be able to: <ol style="list-style-type: none"> 1. Mastery in crafting inventive and functional furniture aligned with interior design needs. 2. Application of ethical principles and professional standards in design execution. 3. Proficiency in managing interior design projects efficiently, meeting deadlines, budgets, and maintaining quality.

4. Expertise in executing complex design projects, integrating innovative furniture, ethical practices, effective management, and client communication for successful outcomes.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE 322
Title of the Course : Graphic Design (Practical)
Number of Credits : 4
Effective from AY : 2023-24

Prerequisites for the Course:	Basic drawing skills, analyzing basic color combination and visual communication skills.	
Course Objectives:	<ol style="list-style-type: none"> 1. To provide an overview of fundamental principles and techniques in graphic design. 2. To explore both theoretical concepts and practical skills in visual communication. 3. To introduce publication design. 4. To design movie posters and other display materials. 	
Content:	Unit 1 Graphic and communication design Introduction to communication and Graphic design. Basics of elements in Graphic design. Principles in Graphic and communication design.	30 Hours
	Unit 2 Introduction to Visual communication To discuss the visual communication process from history to present. Relation between the Society and Graphic Design. Research and practical exercises on form and text. Understand Proportion and Scale. To find out solutions to the typical design problems using collateral designs and case studies. To design a symbol or a logo with a specific objective. Different aspects of Letterform, Mechanical and optical spacing.	30 Hours
	Unit 3 Typography in Graphic design To explore the aesthetical aspects of color, form and the expressionistic quality of letter from treating it as an almost abstract composition. Copy based Advertisements from Magazines. Understanding of letter Forms, spacing, words, mechanical and optical spacing, grid system. Understanding plumbing layouts and fixture positions. Integrating HVAC elements into the interior design drawings. Publicity design Introduction to Publication Design, study some case studies. Understanding the visual balance and hierarchy in verbal and nonverbal communication.	30 Hours
	Unit 4 Movie poster designs	30 Hours

	To design posters and other display materials: To design poster and other layout designs for themes such as film making, awareness and environmental, social issues.	
Pedagogy:	This pedagogy aims to guide students through a structured learning process that includes theoretical concepts, practical applications, and hands-on experiences to foster a deep understanding of Graphic design and its various aspects in our creative field.	
References/ Readings:	<ol style="list-style-type: none"> 1. Resnick, Elizabeth. Design for Communication: Conceptual Graphic Design Basics. United Kingdom, Wiley, 2003. 2. Lupton, Ellen. Graphic Design Thinking: Beyond Brainstorming (renowned Designer Ellen Lupton Provides New Techniques for Creative Thinking about Design Process with Examples and Case Studies). United States, Princeton Architectural Press, 2011. 3. Davis, Meredith. Graphic Design Theory. United Kingdom, Thames & Hudson, 2012. 4. Barnard, Malcolm. Graphic Design as Communication. United Kingdom, Taylor & Francis, 2013. 	
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Define and interpret visual communication through Graphic Design. 2. Achieve design solutions in a given context. 3. Use simple visual elements in communication successfully. 4. Design Publication and movie posters. 	

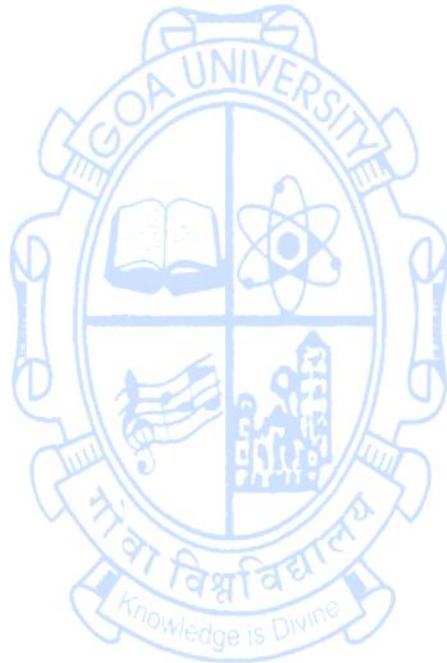


Semester-VII

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 400
Title of the Course : Interior Design Studio – VI (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE – 300 Interior Design Studio – V	
Course Objectives:	<ol style="list-style-type: none"> 1. To conduct research which informs design decisions, integrating evidence-based practices in public space design solutions. 2. To emphasize sustainability and innovation in public spaces including revitalizing existing spaces through adaptive reuse. 3. To collaborate effectively within a team to produce complex design solutions, showcasing leadership and teamwork skills. 	
Content:	Unit 1 Research-Informed Design Decisions Apply research findings to make informed design decisions. Use evidence-based practices to enhance design effectiveness. Evaluate how research influences design outcomes.	15 Hours
	Unit 2 Adaptive Reuse & Sustainability Focus on renewing spaces sustainably through adaptive reuse. Create new designs that are both innovative and eco-friendly. Emphasize creating durable, flexible, and environmentally conscious designs.	15 Hours
	Unit 3 Collaborative Design Solutions Learn to work effectively within a team for complex design solutions. Develop leadership qualities to guide teams toward innovative designs. Recognize roles and resolve conflicts for successful collaborations.	30 Hours
	Unit 4 Prepare Project Execution Drawings Develop and present detailed executable solutions reflecting advanced design practices and teamwork.	30 Hours
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops	
References/ Readings:	<ol style="list-style-type: none"> 1. Fiell, Charlotte, and Peter Fiell. Sustainable Design: Towards a New Ethos in Architecture and Town Planning. Taschen, 2019. 2. Lawson, Bryan. How Designers Think: The Design Process Demystified. 5th ed., Routledge, 2019. 	
Course Outcomes:	After the completion of this course, the student will be able to: <ol style="list-style-type: none"> 1. Proficiency in using research for informed design decisions. 2. Expertise in public space design practices and adaptive reuse. 3. Competence in leading teams for complex design solutions. 	

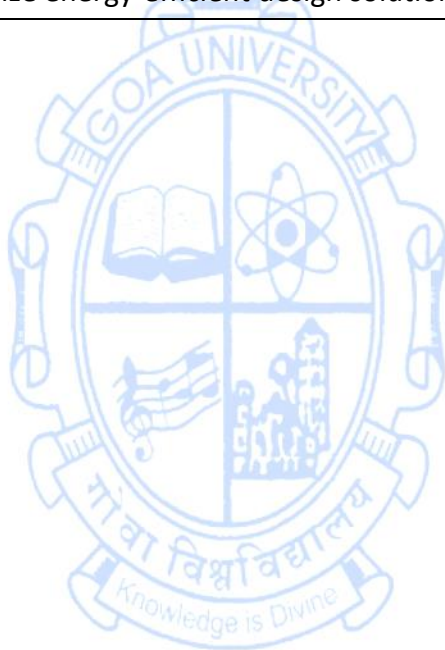
4. Proficiency in executing complex projects and presenting comprehensive design solutions.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 401
Title of the Course : Building Services - III (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE – 203 Building Services – I and IDE – 301 Building Services – II	
Course Objectives:	1. Gain a thorough understanding of environmental systems with a focus on sustainability, energy efficiency, and minimizing environmental impact when designing buildings. 2. Investigate intricate systems like cutting-edge renewable energy integration, sophisticated HVAC technologies, and geothermal heating and cooling.	
Content:	Unit 1 Introduction to Environmental Design <ul style="list-style-type: none"> • Understanding environmental design principles • Relationship between interior design and the environment • Sustainable design practices and their significance in interior design 	15 Hours
	Unit 2 Building Systems and Services <ul style="list-style-type: none"> • Overview of building systems (electrical, plumbing, HVAC) • Integration of building systems within interior spaces • Understanding the role of technology in building services 	15 Hours
	Unit 3 Codes, Regulations, and Certifications <ul style="list-style-type: none"> • Understanding building codes and regulations related to sustainability • Overview of green building certifications (LEED, BREEAM, ECBC, GRIHA, etc.) • Compliance and certification processes for sustainable interior design projects. 	15 Hours
	Unit 4 Energy Efficiency in Interior Spaces <ul style="list-style-type: none"> • Strategies for energy-efficient interior design • Lighting design and its impact on energy consumption • Implementing renewable energy sources within interiors. 	15 Hours
Pedagogy:	Tutorial, Hands-on Studio Work, Problem-Based Learning, Collaborative Learning, Field Studies and Site Visits	
References/ Readings:	1. Wastewater Engineering. India, Laxmi Publications Pvt Limited, 1998. 2. Green Building Guidance: The Ultimate Guide for IGBC Accredited Professional Examination. N.p., Notion Press, 2019.	

	<ol style="list-style-type: none"> 3. Ching, Francis D. K., and Shapiro, Ian M. Green Building Illustrated. United Kingdom, Wiley, 2020. 4. Tucker, Lisa M. Sustainable Building Systems and Construction for Designers. United States, Fairchild Books, 2022.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Apply and incorporate cutting-edge sustainable design principles into building services while taking certifications such as LEED or BREEAM, life-cycle assessments, and passive design techniques into account. 2. In order to reduce the negative effects on the environment and increase sustainability in building design and operation, suggest novel strategies and technologies. Describe the concepts and workings of sophisticated systems like sophisticated HVAC controls, geothermal heating and cooling, and their uses in various kinds of buildings. 3. Understanding various codes and regulations and building certification 4. Strategize energy-efficient design solutions.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 402
Title of the Course : Goan Architecture and Interior (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

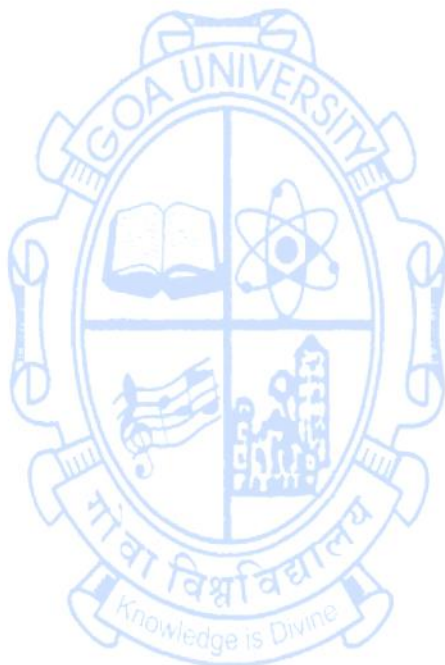
Pre-requisites for the Course:	IDE - 205 Theory of Design I and IDE – 303 Theory of Design II	
Course Objectives:	<ol style="list-style-type: none"> 1. To familiarize students with the historical evolution, influences, and distinctive characteristics of Goan architecture, enabling them to identify key elements and understand its cultural significance. 2. To explore the interior design principles unique to Goan architecture, allowing students to comprehend spatial layouts, furniture styles, decorative elements, and color schemes prevalent in Goan interiors. 3. To apply the knowledge gained in previous units to create a comprehensive interior design project inspired by Goan architecture, fostering creativity and practical application of learned concepts. 	
Content:	Unit 1 Introduction to Goan Architecture Its historical evolution, influence and key characteristics. Understanding regional elements, construction techniques and design principles of goan architecture. Case studies: analysis of iconic Goan structures, their significance and its architectural elements.	15 hours
	Unit 2 Goan Interior Design principles Interior Elements in Goan Architecture: Understanding spatial layouts, furniture styles, decorative elements, and color schemes prevalent in Goan interiors. Cultural Influences: Exploration of how Goan culture and heritage influence interior design choices. Integration of Modern Design: Balancing traditional Goan design elements with contemporary interior design concepts.	15 hours
	Unit 3 Measured Drawing of Goan Architecture Team work for Site measured drawing with 3D	30 Hours
	Unit 4 Propose a Contemporary Design in a traditional Goan Architecture Design Projects: Assignments focusing on designing sustainable Goan-inspired spaces. Design Brief: Developing a brief based on Goan architectural and interior design principles.	30 Hours

	<p>Concept Development: Ideation, mood boards, and conceptualization for a modern interior space inspired by Goan elements.</p> <p>Presentation and Critique: Presenting designs, receiving feedback, and refining the project.</p>	
Pedagogy:	Tutorial, Hands-on Studio Work, Problem-Based Learning, Collaborative Learning, Field Studies and Site Visits.	
References/ Readings:	<ol style="list-style-type: none"> 1. Carita, Helder. Palaces of Goa : models and types of Indo-Portuguese civil architecture. United Kingdom, Cartago, 1999. 2. "Houses of Goa: A Reflective Study of the Earthly Paradigm" by Gerard da Cunha, 2006. 3. Carita, Helder. Indo-Portuguese Architecture in Cochin and Kerala. India, Transbooks.com, 2009. 4. "Goa and Mumbai: A Guide to Architecture and Design" by Kaiwan Mehta 5. "The Art of Goa, Daman and Diu" by Laxman Pai. 	
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understanding and awareness of the ways in which Goan architecture has evolved historically and how various eras and cultures have influenced it. 2. Analyse the eco-friendly building techniques found in Goan tradition and their applicability to modern architecture. 3. Develop design concepts that incorporate traditional elements into contemporary settings by applying your understanding of Goan architectural styles and interior design principles. 	

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 403
Title of the Course : Design Research Methodology (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	<ol style="list-style-type: none"> 1. Collect and analyze data relevant to design research. 2. Analyze theoretical and methodological approaches. 3. Apply the requisite research and writing skills, and use appropriate terminology. 4. Fulfill the requirements related to research ethics and plagiarism. 5. Present the research subject and defend work adequately in an oral presentation. 	
Content:	Unit – 1 Introduction: Introduction to Design research methodology, goal and objectives of design research, Goal of design research methodology, design, design research and design research methodology.	15 hours
	Unit – 2 Introduction to Design research methodology What is research problem, selection, necessity and technique of defining the problem, Formulation of research problem, qualitative and quantitative research.	15 hours
	Unit – 3 Research design Characteristics of Research Design, need and features of good design, concepts associated with Research design, Research hypothesis, Experimental and non-experimental hypothesis.	15 hours
	Unit – 4 Data Collection Application Collection of Primary data, observational method, Interview method, collection of data through questionnaire, collection of data through schedules, sampling and sampling techniques, ethical consideration of data collection and report writing.	15 hours
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops	
References/ Readings:	<ol style="list-style-type: none"> 1. Bayazit, N., 'Investigating Design: A Review of Forty Years of Design Research', Design Issues 20 (1): 16-29, 2004. 2. Chamorro-Koc, M., Popovic, V., Emmison, M. (2006), 'Visual representation of concepts: exploring users' and designers' concepts of everyday products, in People, Methods, Application: Proceedings of the Faculty of Built Environment and Engineering Design Theme Conference 2006, 30 June 2006, Brisbane (http://eprints.qut.edu.au/19552/) 	

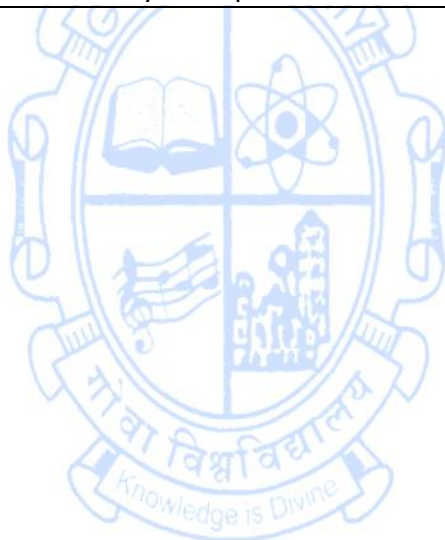
	<ol style="list-style-type: none"> 3. Blessing, L. T.M., Chakrabarti, A., DRM, Design Research Methodology, London: Springer, 2009. 4. Collins, H., Creative Research: The Theory and Practice of Research for the Creative Industries, Lausanne: AVA, 2010, 36-57.
<p>Course Outcomes:</p>	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand some basic concepts of research and its methodologies. 2. Identify appropriate research topics. 3. Select and define appropriate research problems and parameters. 4. Prepare a project proposal (to undertake a project). 5. Organize and conduct research (advanced project) in a more appropriate manner. 6. Write a research report and thesis and research proposal (grants).



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 411
Title of the Course : Entrepreneurship and Innovation (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	<ol style="list-style-type: none"> 1. To explain concepts of Entrepreneurship and build an understanding about business situations in which entrepreneurs act. 2. To qualify students to analyse the various aspects, scope and challenges under an entrepreneurial venture. 3. To explain the classification and types of entrepreneurs and the process of entrepreneurial project development. 4. To discuss the steps in venture development and new trends in entrepreneurship. 	
Content:	Unit – 1 Introduction Introduction to the entrepreneur - definition, emergence of entrepreneurial class, theories of entrepreneurship, role of socio-economic environment, characteristics of entrepreneur, leadership, risk taking, decision making and business planning.	15 hours
	Unit – 2 Promotion of Venture Types of Ventures, opportunities analysis, external environmental analysis - economic, social technology, competitive factors, legal requirements for establishment of a new unit, raising of funds, venture capital sources and documentation required.	15 hours
	Unit – 3 Entrepreneurial Behaviour and entrepreneurial development programmes Entrepreneurial behavior and Psycho - theories, innovation and entrepreneur, social responsibility, EDP -their role, relevance and achievements, role of government in organizing EDP's, critical evaluation. Workshop and Seminar on Entrepreneurship.	15 hours
	Unit – 4 Study and present a case study of an entrepreneur Application Role of entrepreneur in economic growth as an evaluator, generation of employment opportunities, complimenting and supplement economic growth, bringing about social stability and balanced regional development of industries, role in export promotion and import substitution, forex earnings, augmentation and meeting local demand.	15 hours

Pedagogy:	Lectures, discussions, presentations
References/ Readings:	<ol style="list-style-type: none"> 1. Srivastava, S. B.. A Practical Guide to Industrial Entrepreneurs. India, Sultan Chand & Sons, 1992. 2. Kumar, S. Anil. Entrepreneurship Development. India, New Age International, 2008. 3. Laverty, Michael, and Littel, Chris. Entrepreneurship. United States, OpenStax, 2020. 4. Fundamentals of Entrepreneurship: New Edition (Re-Printed in 2020): SBPD Publishing House (Sanjay Sahitya Bhawan). N.p., SBPD Publishing House, 2021.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Assess or identify their readiness/ ability/ aptitude for entrepreneurship. 2. Verbally articulate the value proposition of an Entrepreneurial venture. 3. Understand how Entrepreneurship can impact their lives and society. 4. Demonstrate key entrepreneurial leadership qualities.



Semester-VIII

Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 404
Title of the Course : Professional Practice (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Nil	
Course Objectives:	<ol style="list-style-type: none"> 1. Demonstrate Professional Ethical Conduct. 2. Proficient Project Planning and Management. 3. Effective Design Presentation and Communications Skills. 4. Entrepreneurial and Business Development Skills. 	
Content:	<p>Unit 1: Introduction to Professional Practice in Interior Design</p> <ul style="list-style-type: none"> • Understanding the role and responsibilities of an interior designer • Overview of the ethical and legal considerations in the profession • Professional standards and codes of conduct • Client relationships and effective communication in the design process • Introduction to project management and time planning 	15 Hours
	<p>Unit 2: Project Planning and Budgeting</p> <ul style="list-style-type: none"> • Developing project proposals and contracts • Budgeting for interior design projects • Time management and project scheduling • Resource allocation and procurement • Risk assessment and management in interior design projects 	15 Hours
	<p>Unit 3: Design Presentation and Communication</p> <ul style="list-style-type: none"> • Effective visual communication in design presentations • Developing client presentations and design boards • Utilizing digital tools for design communication • Public speaking and presentation skills • Responding to client feedback and revisions 	15 Hours
	<p>Unit 4: Business Development and Marketing for Interior Designers</p> <ul style="list-style-type: none"> • Establishing and promoting an interior design business • Networking and building professional relationships • Marketing strategies for interior designers • Financial management and accounting principles for design firms • Professional growth and continuing education in the field 	15 Hours

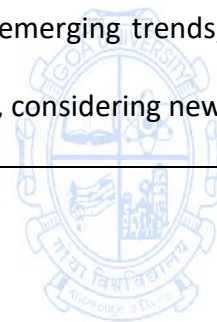
Pedagogy:	Interactive Lectures, Hands-on Practical Exercises, Project-based Learning, Continuous Assessment and Feedback.
References/ Readings:	<ol style="list-style-type: none"> 1. Piotrowski, Christine M. Professional practice for interior designers. United Kingdom, Wiley, 1994. 2. Williams, Thomas L. Interior Design Clients: The Designer's Guide to Building and Keeping a Great Clientele. United States, Allworth, 2010. 3. Brooks, Elizabeth C. Legal and Ethical Issues for the IBCLC. United States, Jones & Bartlett Learning, LLC, 2013. 4. Seidler, Douglas R. Digital Drawing for Designers: A Visual Guide to AutoCAD 2021. United Kingdom, Bloomsbury Publishing, 2020. 5. Granet, Keith. The Business of Design: Balancing Creativity and Profitability. United States, Princeton Architectural Press, 2021.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Students will exhibit an understanding of ethical considerations in interior design practice, adhering to professional standards and codes of conduct in their interactions with clients, colleagues, and the broader design community. 2. Students will develop the ability to create comprehensive project proposals, contracts, and budgets. They will demonstrate proficiency in project scheduling, resource allocation, and risk assessment, ensuring effective and successful project management. 3. Students will showcase effective visual communication skills in design presentations, creating client presentations and design boards that convey design concepts clearly and persuasively. They will also demonstrate proficiency in utilizing digital tools for design communication. 4. Students will gain the skills necessary to establish and promote an interior design business. This includes networking, building professional relationships, implementing marketing strategies, understanding financial management principles, and fostering professional growth through continuing education.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 405
Title of the Course : Interior Design Studio – VII (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE – 400 Interior Design Studio – VI	
Course Objectives:	<ol style="list-style-type: none"> 1. To execute a capstone project showcasing mastery of interior design principles, addressing a holistic design challenge. 2. Showcase inventive and original design solutions that push boundaries and reflect a unique design philosophy while addressing real-world interior design issues. 3. To apply knowledge of advanced software to presentation. 	
Content:	Unit 1 Prepare for Professional Development and Futuristic Practices Prepare for professional practice by exploring career pathways, ethical practices, and ongoing learning opportunities. Investigate and incorporate emerging trends and technologies in interior design practice. Develop a vision for future design practices and potentials in the field of interior design.	15 Hours
	Unit 2 Design Concepts and Case Studies Explore advanced design theories and philosophies in interior design, focusing on contemporary approaches to large interior projects such as 3-star hotels. Analyze case studies of renowned designers to understand their design concepts and principles. Explore deeper into principles governing spatial organization, focusing on multifunctional and adaptable interior spaces.	15 Hours
	Unit 3 Capstone Project Execution Execute a capstone project demonstrating mastery of interior design principles, addressing a comprehensive design challenge. Apply a holistic approach, integrating various design elements and principles into the capstone project. Incorporate research findings and practical applications into the capstone project design.	30 Hours
	Unit 4 Innovative Design Showcase Present inventive and original design solutions challenging conventional norms. Address real-world interior design issues through innovative and boundary-pushing designs. Develop creative and compelling methods to present and showcase innovative designs.	30 Hours

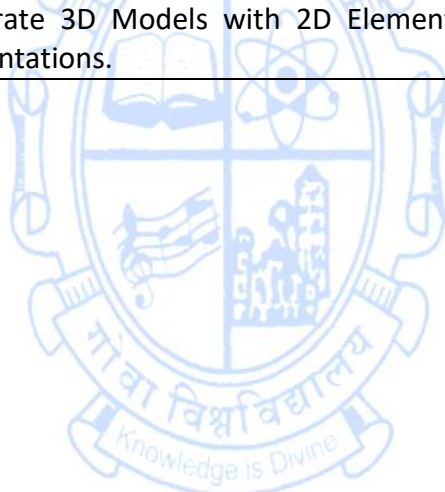
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops
References/ Readings:	<ol style="list-style-type: none"> 1. Mitton, Maureen, and Courtney Nystuen. Interior Design Visual Presentation: A Guide to Graphics, Models, and Presentation Techniques. 5th ed., John Wiley & Sons, 2012. 2. Hales, Chris. Sketching and Rendering for Design Presentations. 2nd ed., Bloomsbury Visual Arts, 2015. 3. Piotrowski, Christine M. Becoming an Interior Designer: A Guide to Careers in Design. 3rd ed., Wiley, 2016. 4. Ruppert, Kathryn H. Portfolio Design for Interiors. 2nd ed., Fairchild Books, 2017. 5. Stone, Sally, and Kathryn Woodcock. Professional Practice for Interior Designers. 5th ed., Fairchild Books, 2018.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Show off a great portfolio that highlights all the skills learned during the program. 2. Ace a big final project that shows complete mastery of interior design principles. 3. Create unique designs that challenge norms and solve real-world design problems. 4. Prepare for a career by learning about ethics, emerging trends, and futuristic design practices. 5. Develop a vision for the future of interior design, considering new trends and technologies.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 406
Title of the Course : Design Communication - Advanced (Tutorial + Practical)
Number of Credits : 4 (2+2)
Effective from AY : 2023-24

Pre-requisites for the Course:	AutoCAD knowledge and scale	
Course Objectives:	1. To enable the students to understand the skill of computer aided drafting. 2. To learn about creating designs, plans and elevations.	
Content:	Unit 1: Introduction to advance softwares such as 3Ds Max for Interior Modeling <ul style="list-style-type: none"> Overview of advance softwares such as 3Ds Max interface and workspace Basic navigation and manipulation of 3D space Creating interior models using primitive shapes Introduction to modifiers and basic modeling techniques Exporting 3D models for use in Photoshop 	15 Hours
	Unit 2: Advanced 3D Modeling and Material Application in softwares <ul style="list-style-type: none"> Advanced modeling tools and techniques using softwares Parametric modeling and use of modifiers for intricate designs Applying materials and textures to interior models Techniques for UV mapping and unwrapping Optimization of 3D models for efficient rendering in Photoshop 	15 Hours
	Unit 3: Photoshop for Floorplan Rendering and Enhancement <ul style="list-style-type: none"> Importing 3D models into Photoshop for floorplan rendering Creating realistic textures and materials in Photoshop Applying lighting and shadow effects for enhanced realism Post-processing techniques for improving visual appeal Integration of 3D models and 2D elements in floorplan presentations 	30 Hours
	Unit 4: Advanced Photoshop Techniques for Interior Visualization <ul style="list-style-type: none"> Advanced photo manipulation in Photoshop for interior scenes Creating realistic lighting effects and shadows Compositing multiple layers for complex interior visualizations Introduction to filters and plugins for interior rendering Developing a professional workflow for interior visualization using 3Ds Max and Photoshop 	30 Hours
Pedagogy:	<ul style="list-style-type: none"> Guided Step-by-Step Tutorials. 	

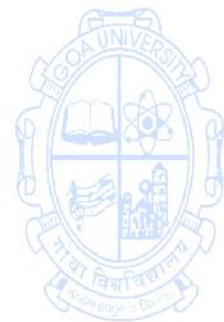
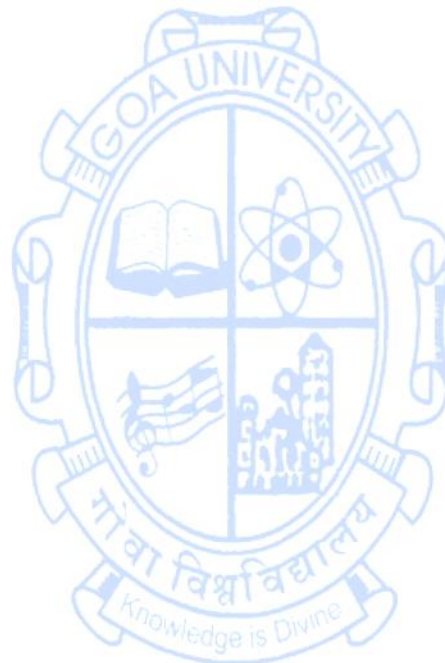
	<ul style="list-style-type: none"> • Project-Based Learning Assignments. • Interactive Workshops and Critique Sessions.
References/ Readings:	<ol style="list-style-type: none"> 1. Ding, Suining. Photoshop® for Interior Designers: A Nonverbal Communication. United Kingdom, Bloomsbury Academic, 2013. 2. Gahan, Andrew. 3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling. Netherlands, CRC Press, 2013. 3. Tal, Daniel. Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design. Germany, Wiley, 2013. 4. Faulkner, Andrew, and Chavez, Conrad. Adobe Photoshop CC Classroom in a Book (2018 Release). United Kingdom, Pearson Education, 2017. 5. Autodesk 3ds Max 2022 for Beginners: A Tutorial Approach, 22nd Edition. N.p., NIELSEN BOOKDATA, 2022.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate Proficiency in 3Ds Max Modeling. 2. Apply Advanced Material and Texture Techniques. 3. Produce Professional Floor Plan Renderings in Photoshop. 4. Integrate 3D Models with 2D Elements for Comprehensive Visual Presentations.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 407
Title of the Course : Set Design (Tutorial + Practical)
Number of Credits : 4 (1+3)
Effective from AY : 2023-24

Pre-requisites for the Course:	IDE - 400 - Interior Design Studio VI	
Course Objectives:	<ol style="list-style-type: none"> To teach basic techniques of the principles and practices of set design for the stage. To emphasize on interpretation of the literature, research, development of the ground plan, and the presentation of ideas. To design a set for a given script. 	
Content:	Unit – 1 Introduction to Set design overview of set design and purpose Tools, materials and Supplies, purpose of scenery, the role of the scene designer	15 hours
	Unit – 2 Thinking Hand To read a script, create a design concept, addressing the time and place activity - action, Mood Atmosphere Theme/s	30 hours
	Unit – 3 Design Concept Addressing the Staging: Scheme Wing and Drop, Projections, Modular, Unit sets and Simultaneous sets, etc and Scope	30 hours
	Unit – 4 Design Integration Defining design criteria to arrive at a design metaphor, Visualizing the concept, Arranging stage space for performance: preliminary drawings Floor-plan sketching – classroom exercise.	30 hours
Pedagogy:	Lectures, tutorials, discussions, presentations, workshops	
References/ Readings:	<ol style="list-style-type: none"> Crabtree, Susan, and Beudert, Peter. Scenic Art for the Theatre: History, Tools and Techniques. Netherlands, Taylor & Francis, 2012. Wolf, R. Craig, and Block, Dick. Scene Design and Stage Lighting. United States, Cengage Learning, 2013. Malloy, Kaoimé E. The Art of Theatrical Design: Elements of Visual Composition, Methods, and Practice. United Kingdom, Taylor & Francis, 2022. 	
Course Outcomes:	After the completion of this course, the student will be able to: <ol style="list-style-type: none"> Identify and discuss the principles inherent to set design for the theatre, including collaboration, accommodation of creative expression, and literary values. Demonstrate an ability to identify and integrate form and function, and the elicitation of emotional, intellectual and aesthetic response to a design. Apply the fundamental technical skills required to the design processes inherent to set design for the theater. Apply script analysis, planning, period and style research, graphic communication and expression ideas or concepts into a design for the theatre. 	

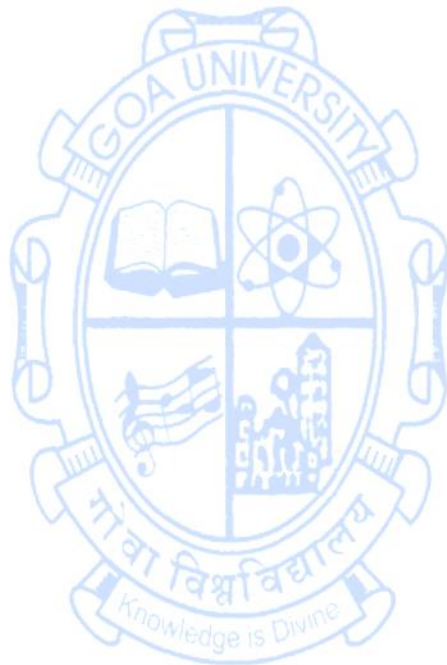
5. Demonstrate an understanding of how to use dramatic literature, drawn from a variety of periods and styles, as a vehicle for developing stage design.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 412
Title of the Course : Project Management (Theory)
Number of Credits : 4
Effective from AY : 2023-24

Pre-requisites for the Course:	Familiarity with fundamental interior design concepts and principles. Basic knowledge in design software (e.g., AutoCAD, Adobe Creative Suite) and office productivity tools (e.g., Microsoft Excel, Word).	
Course Objectives:	<ol style="list-style-type: none"> 1. Learn how interior design projects move from ideas to finished spaces, focusing on what makes these projects unique. 2. Get good at using software and methods that help organize and keep track of interior design projects, like scheduling and budgeting tools. 3. Improve how you talk and work with different people involved in these projects, making sure everyone understands the plans and works well together. 	
Content:	Unit 1 Interior Design Project Overview Understanding the unique stages of interior design projects. Outlining project goals and specific requirements. Dealing with time, budget, and resource limitations.	15 Hours
	Unit 2 Project Tools and Software Proficiency in software like Microsoft Project for scheduling and task management, incorporating techniques like PERT analysis for timeline estimation. Introduction to visualization tools for planning.	15 Hours
	Unit 3 Communication and Collaboration Enhancing communication skills for clarity among stakeholders. Strategies for effective collaboration among project teams. Techniques for managing conflicts within teams.	15 Hours
	Unit 4 Execution and Monitoring Applying project management concepts to execute interior design projects. Tracking project advancement, identifying risks, and deviations. Emphasizing the importance of project documentation throughout.	15 Hours
Pedagogy:	Lectures, tutorials, presentations	
References/ Readings:	<ol style="list-style-type: none"> 1. Lewis, James P. Fundamentals of Project Management. 7th ed., AMACOM, 2014. 2. Lock, Dennis, et al. Project Management: Ninth Edition. Wiley, 2017. 3. Portny, Stanley E. Project Management for Dummies. 5th ed., For Dummies, 2017. 4. Schwalbe, Kathy. Information Technology Project Management. 9th ed., Cengage Learning, 2018. 	

	5. Phillips, Joseph. PMP Project Management Professional Study Guide. 5th ed., Sybex, 2018.
Course Outcomes:	<p>After the completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand the distinct phases of interior design projects and effectively outlining goals, requirements, and constraints. 2. Get Proficiency in Microsoft Project and PERT analysis for effective scheduling and timeline estimation, along with basic familiarity with visualization tools for planning. 3. Improve communication among stakeholders, effective team collaboration strategies, and conflict resolution techniques within project teams. 4. Apply project management concepts in executing interior design projects, proficient tracking of project progress, risk identification, and emphasis on meticulous project documentation.



Name of the Programme : B.Sc. Interior Design
Course Code : IDE - 461
Title of the Course : Interior Design – Dissertation
Number of Credits : 12
Effective from AY : 2023-24

Prerequisites for the course	Working on projects, working drawings, 2D & 3D software, Model making, estimation, etc.
Course Objectives	<ol style="list-style-type: none"> 1. Understand a student's research and writing skills. 2. showcase student's understanding of ideas as the source of discovery in the design process. 3. showcase student's knowledge of methodology in conceiving, developing, and presenting a design project. 4. understand the student's capacity to integrate general education with formal considerations of design. 5. understand student's comprehension and use of input provided by faculty, experts, and peers. 6. understanding the student's ability to assemble and translate elements into an integrated design.
Content	Unit-1 Proposal <ol style="list-style-type: none"> 1. Synopsis 2. Background and context 3. Literature survey 4. Case Study 5. Project justification 6. Thrust area points – detailed research 7. Plan for Documentation
	Unit-2 Literature review, Methodology and Analysis
	Unit-3 Documentation and data collection
	Unit-4 Data analysis and discussions
	Unit 5 Conclusion and project report
Pedagogy	Self-Study / Mentor guidance/ Site Visit
References / Readings	<ol style="list-style-type: none"> 1. Maureen Mitton, "Portfolio for Interior Designers", John Wiley & Sons, 1st edition, 2010. 2. Amy Will banks, Nancy Oxford, Dana Miller, "Textile for Residential and Commercial Interiors", Fairchild Books, 4th revised edition, 2014. 3. Maureen Mitton, "Residential Interior Design: A guide to planning spaces", Willey Publishers, 3rd edition, 2016. 4. Harold Linton & William Engel, "Portfolio Design for Interiors" Bloomsbury Academic USA, 2017. 5. Anton, Kelly, and DeJarld, Tina. Adobe InDesign CC Classroom in a Book (2019 Release). United Kingdom, Pearson Education, 2018. 6. Research on selected topics, Site Visits etc.

Course Outcomes	After the completion of this course, the student will be able to: <ol style="list-style-type: none">1. Handle research project in interior design.2. Engage with theory-practice of interior design.3. Conduct field work and data documentation.4. Prepare a project report.
------------------------	---

